JULY

73

Polyhedron™

NEWSZINE

RPGA NETWORK

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Victory Celebrations

and monstrous rubber masks were all part of the fun for Network members at Conn Con in Danbury, Connecticut and Warcon in College Station, Texas.

About the Cover

Her Majesty's 1st Giff Infantry snap to attention and await orders in this illustration by Gary M. Williams for our Crystal Sphere feature.

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Polyhedron™ NEWSZINE

Volume 12, Number 6
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Notes From HQ

Beyond The Bohemian Rhapsody

It was the last day of ConnCon in Danbury, CT. About a hundred gamers were seated in one of the hotel's ballrooms devouring London broil.

It was a festive, yet tired, atmosphere, and it was well past 9 p.m. The games were finished and suitcases were loaded into cars. Out in the hall, gamers not fortunate enough to get a dinner ticket paced, waiting for the awards ceremony to start.

Then, *it* started; a dashing gamer who sang at a local renaissance festival leapt to his feet and began prancing about the room singing Queen's *Bohemian Rhapsody.* He urged the crowd to join in, and they complied, abandoning the last bites of their meals. People in the hall picked up the tune, and the cacophony rose to a fevered pitch. The hotel staff was drawn to the room like iron shavings to a magnet, awed perhaps by the huge chorus, or, more likely, concerned about what would come next.

When the tune died down, the excitement remained, and a bidding war commenced on items donated for the American Heart Association—ConnCon's charity. Batton Lash's painting of Wolff and Byrd captured $400. Perhaps the most unusual objects auctioned were a limited edition of three copies of Monstrous Compendium-style sheets (in which convention coordinator Willi Burger made me into a monster). The first sheet went for $35. I was ecstatic. The second captured $45. I was astounded. However, when the third went for $255, I was speechless.

All told, the auction coupled with proceeds from an AD&D® game benefit event raised nearly $1,500.

The convention boasted several other firsts. There were 12 Network clubs in attendance for the team event—only the GEN CON® Game Fair has drawn more Network clubs. There were 25 first-run Network tournaments—no other locally-run conventions have attained this.

There were other highlights at the convention, of course. A Grand Master's session of GDW's *Cadillacs and Dinosaurs* will go down in infamy. I had studied the rules until well in the early morning hours. I knew the combat and skills systems inside out. I was ready! Of course, as fate would have it a spilled pitcher of ice water that decimated the table took the players off on strange tangents. I won't mention that member Dara Tressler was behind the mayhem—she'd be embarrassed.

News From Ravens Bluff

ConnCon also had the first New England area Living City event. It was well received and started considerable talk about Ravens Bluff in general. Wayne Straiton, who authored the tournament, suggested we hold another Champions Games, or something like it.

That got us thinking. Lord Mayor Charles Oliver O'Kane, who won his position in the Champions Games several years ago, is a little too high level for any one member's Living City character to take on.

However, another position within the city's government will come open in January. That position is Lord Speaker of the Advisory Council, and it is currently held by Lord Charles Frederik LaVerne Blacktree IV (a character who has appeared in LC1 Gateway To Ravens Bluff, The Living City; numerous Living City tournaments; and POLYHEDRON® Newszine). Most members of the Advisory Council do not favor Lord Charles and are hoping the Lord Mayor will replace him.

The Lord Mayor has heeded their requests and is considering other fine citizens with adventuring backgrounds for the position. He will be quietly testing those citizens (members' player characters) in a Living City tournament planned for Winter Fantasy—January 8-10, 1993 in Milwaukee, WI.

There could be some problem-solving involved, some role-playing, some combat. It might not involve any of those things. The Lord Mayor isn't saying. However, more information about Winter Fantasy and the Living City tournament will be released in a future issue of POLYHEDRON® Newszine.

We're just letting you know about it now in case you want to improve your Living City characters by playing them in the Living City tournaments at the GEN CON®/ORIGINS™ Game Fair this summer. For those of you who do not have Living City characters, the Game Fair would be a good place to start.

We're certain the Lord Mayor will be looking for a character with a little experience under his or her belt, a grasp of diplomacy, and a knowledge of the concerns of his fellow citizens.

Traps Contest

Member Alan Anderson suggests we hold a contest to find the best traps in the realm. Okay, we're game.

Rules: Create a trap for the AD&D® 2nd Edition game. It can be magical, mechanical, or anything else that you can devise. However, **it must be original**, and it must fit on **one** double-spaced page. *Hints:* The winning trap will follow the one-page rule, the description will include at least a brief mention of what the trap guards and where it is placed, and all game effects the trap generates will be fully explained. Entries must be typed. Computer printouts are all right if they can be easily read. All entries must be accompanied by a Standard Disclosure Form or they will be rejected. We intend to publish the best entries.

Deadline: Enter as many times as you like. All entries must be postmarked by August 1, 1992.

Prizes: We'll provided a nifty assortment of AD&D game material, worth *at least* $40 to the first place winner. HQ reserves the right to award other prizes and honorable mentions.

Internationally Speaking

We'd like to hear from our members throughout the world, especially those serviced through our Australian and U.K. branches.

What do you think of the Network? What services would you like to see added? Are any current services unnecessary?

Do you want to challenge other countries to membership drives, monster contests, tournament writing competitions? Do you have gaming activities you'd like the rest of the world to hear about?

Send your replies to the branch offices. Copies will be forwarded to Network HQ.

Take Care,

Jean

Letters

The Living—City And Galaxy

After reading the Letters section and Notes From HQ in the March issue of the POLYHEDRON® Newszine, I felt compelled to write and give my views on the Living City.

In my opinion, the Living City is a great idea that has become somewhat bogged down with an abundance of submissions that expand on an already well populated city.

What is needed now are adventures that utilize these colorful settings. Rather than read about another shop that can be inserted into my campaign, I'd rather see an adventure that will bring the Living City to life! I realize that you are restricted by only being able to print that which you receive, so I would like to put the call out for people to submit adventures or short scenarios involving the previously existing establishments, rather than submitting more run-of-the-mill shops. It's time to use all the published background material to create fun and adventure, which is what the AD&D® game is all about!

In Notes From HQ, you ask the question, "are too many shops run by people who have levels as adventurers?" My answer to this question is a definite NO! In a fantasy world such as the FORGOTTEN REALMS® setting, it would seem likely that most of the people who can afford to open a business earned their wealth through adventuring, hard work, or inheritance. Unless a NPC's wealth was handed to him on a silver platter, he's going to have levels as some type of adventurer, or he will have gained skill levels through many years of toil.

I think that NPCs with levels are easier to incorporate into your campaign, adding a bit of mystery and excitement. Who wants to hire a 0 level guide when they can obtain the services of a 9th level half-elven ranger?

In my campaign, I am always trying to come up with new and interesting traps to challenge and beguile my players. But lately I find that these traps are becoming harder and harder to devise. How about running another contest similar to the recently-published potion contest, except using traps as the main theme. Or, you might even consider publishing a "Trap Of The Month" column.

In closing, I would like to say that the POLYHEDRON® Newszine is a very fine publication, but people must remember the magazine is only as good as its subscribers make it.

Alan Anderson
Chelsford, MA

Thanks for the kind words on the Newszine, Alan. We also appreciate your input on the Living City.

We'd like to hear from more readers about their thoughts on Ravens Bluff.

As for mini-adventures set in the Living City, we're intrigued and would like to print some. But, as you point out Alan, that's in the hands of the members who submit articles to the Newszine. Longer adventures, such as Living City tournaments, are played at conventions throughout the world. One of those tournaments, "Down Under The Living City" will appear in an issue of the Newszine later this year.

Finally, you suggest a contest about traps. It's a good idea. Refer to the Notes From HQ column for the rules.

Something's Missing In Space

I desperately want to see the STAR FRONTIERS® game addressed in The Living Galaxy. I have always thought that the STAR FRONTIERS game was one of the best science fiction role playing games available, especially after *Zebulon's Guide* came out. Yes, it has many weaknesses, but that's what covering the game in your column could help change. I don't know why TSR stopped producing the STAR FRONTIERS line, but when the BUCK ROGERS® XXVc™ game came out, I lost all hope that the STAR FRONTIERS game would ever again be expanded or improved. If you need any ideas about what to write in the column, I have many. I rewrote the timeline that appeared in *Zebulon's Guide* so that it is now consistent and plausible. I've added numerous organizations both within and without the federation for the PCs to deal with.

What I'd love from you is an occasional column specifically addressing this role playing system and what can be done with it.

Well, that's it. All I have left to say is: What about a weather satellite that controls weather.

Christopher Butz
Madison, WI

Roger Moore, Living Galaxy *columnist, offers this reply, Chris:*

I have never played the STAR FRONTIERS® game, but I have access to all of its rules, modules, and supplements. You have a much better grasp of the game than I do, and you've obviously put a lot of work into improving the play

Continued on page 30

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Take My Advice

And Don't Take Much Stuff To the Game Fair

by Ryan McRae

In years of playing fantasy games, my characters have battled ogres and trolls, rescued kings and princesses, and found ancient swords and stones. One character even came close to winning an argument with Elminster. But none of that could have prepared me for the GEN CON® Game Fair.

My first Game Fair was two years ago. I believed I was prepared.

I equipped myself with everything I thought I needed—every hardcover rulebook I had, a three-ring binder with a character of each level and class, and 50 sets of dice. By the time I reached the doors of MECCA I was exhausted. (And I finally understood why there are movement penalties for encumbrance.) I was also haughty, since I was saving a vast amount of money by staying at Sandburg Hall.

I learned from my mistakes, and hopefully these pointers can save you the time, energy, and patience I lost.

Vital Necessities

Pre-registration: If you are attending this year's GEN CON®/ORIGINS™ Game Fair, make sure you pre-register. If you don't pre-register, I hope you enjoy waiting in line. Standing in line for three or four hours to register or to buy generic event tickets is normal.

If you send in your pre-registration form early, you'll get your tickets in the mail. However, if you wait too late to send in your pre-registration form, they'll hold your tickets and you'll have to stand in line to get them.

There is a better solution, of course:

Make sure you are a Network member: I know, if you're holding a Newszine, chances are you're a member. It's important to know that being a member gives you great advantages—which I failed to explore at my first Game Fair. The Network has an express line to buy generic tickets and to pick up registration materials. (I discovered this service after I stood in a different line for two hours.) The express line is a great convenience. Make sure to use the privileges that the RPGA™ Network offers. You can even buy generic tickets out of Network Headquarters in the MECCA Arena.

Scheduling: Be certain the events and tournaments you enter do not have semi-finals or finals that conflict with other tournaments you want to play in. There is nothing worse than having two final rounds during the same time slot.

If a conflict arises while you are playing in the Club Tournament or AD&D® Game Open, you need to let the other members of your team know that you won't be showing up for one or more of the rounds. (There are few things as ugly as an angry group of gamers trying to hunt you down.) Also, try to find a variety of games to play—even some you've never tried.

A Place To Stay: Unless you are fortunate enough to live in Milwaukee, you will need a place to sleep. The cheapest place you probably will find is Sandburg Hall. The only problem is that it is about a half-hour bus ride to MECCA. So, not only do you have to get up early to catch the bus, you have to spend a half-hour on the bus on the return trip that evening. Unless you have a car, stay somewhere closer. And, if you can, find people to share a room. This reduces the price of the room per person, though you might have trouble finding people if this is your first Game Fair. Once you make friends at the Game Fair, plan on staying together at future conventions.

Helpful Advice

Books and dice: I brought every hardcover rulebook I owned to the Game Fair and proceeded to carry them everywhere I went. My duffle bag nearly split a seam, and I was exhausted by the end of the day. The only books I recommend bringing are: *Players' Handbook, Dungeon Master's Guide,* and any other role playing manual you think is *essential.* That's it. Also, leave your characters—or at least most of them—at home. The Network tournaments you will play in, except for Living City events, will provide characters.

Food: The food at MECCA isn't bad. In fact, the hot dogs are quite edible. Food carts pass by the gaming tables, and usually the Game Master lets the players grab something to eat (if the Game Master doesn't get to the cart first). After a couple of days, however, you start to feel the effects of a poor diet. I would advise bringing some food to your hotel. Bringing food into MECCA is considered a no-no because of the catering arrangements with the concession stands. It's a good idea to keep a slot open and go out to eat. There are restaurants within a block or two. Hopefully you won't need the spell *cure indigestion* like I did.

Balance: Not only are there hundreds of games to play, there are excellent lectures ranging from "How to Run a Tournament" to "Let Your Computer DM For You." The lectures are only an hour or two long. Not only do you learn from the people giving the lectures, you learn from the other attendees, too. Going to seminars takes some of the tournament pressure off you for awhile and lets you sit and relax.

Things To Avoid

Cheating: Usually when you play a game, you are sitting at a table with six or seven people. The DM cannot watch every die roll, so it is easy to say you made your saving throw when instead you rolled a "one." I have played in games when the player beside me cheats or looks behind the DM's screen. Not only does this make me upset, but it ruins the entire game for me. Cheating is rare because it has dire consequences. When someone gets caught, they might be removed from the game.

Network points: When you finish a Network tournament, please do not ask the judge how many points you'll earn. He doesn't know. Points depend on many things, and the judge can't cast any divination spells to find out. If you write the Network a letter about three months after the convention, and include $2, they'll send you a "tournament history" that details the tournaments you've played in and how many points you earned for each one.

I hope your first GEN CON Game Fair will not be as much of a learning experience as it was for me. I would like to thank Michael Simpson, Gary Francisco, Dave Mallery, and Brian Vogel for their input on this article.

❑

Experience Preferred

Part Two

An AD&D® 2nd Edition Game Scenario For Six Veteran Adventurers

Illustration by Gary M. Williams

by Tom Prusa

DM Background

In part one, our heroes, detailed in issue #72, accidentally arrived on Olympus. There, they met an old man (actually the deity Hermes) who gave them a *teleport* scroll in exchange for an arrow from the quiver of the deity Artemis. However, the scroll has a very tiny flaw, one that will propell the PCs to an alternate Prime Material plane. This is where our adventure starts.

The PCs arrive in a jungle in Quorsit. Reading pages 117-119 of the *Manual of the Planes* will provide you with helpful specifics, but all the basics are listed below.

The world's *physical factor* is 0, the same as the PCs' home plane.

The world's *magical factor* is 2. Most individuals of sentient races may cast spells, magic users and clerics do not need to study for spells. This does not mean that they can cast unlimited spells, just that they do not need to spend time studying them. Nor may they cast any more spells in a day than they normally could. Of course, this does not apply to Wemick. He left his spell books at home (see Wemick's Actual Spell List).

The world's *temporal factor* is 5. It is an Earth-like planet with an alien atmosphere, and most of the monsters are new.

Players' Background

The old man leaned back in his chair and said, "Yep, that was quite a trip through Olympus. They sure showed that medusa that they weren't too old." The young bard shifted awkwardly in his chair. The chair was decidedly uncomfortable, but the story had been great so far. He could see the makings of an epic ballad in it, if he could just keep the old man to the story.

"What happened next, sir? Did they find Kansas? Was Exeter there?" asked the bard.

"Oh, there's lots more to the story," said the old man, as he settled back in his chair.

"Our party of experienced adventurers had done real well on Olympus. They defeated the medusa, recovered the arrow, and returned to Jerraman's cave. He gladly gave

them his scroll in return. All of the adventurers warned Wemick to be careful this time. Wemick very carefully intoned the words to the *teleport without error* spell. As he read on, the air began to turn misty. Kansas, here we come. But then he stopped! He looked panic-stricken. The scroll was flawed! The adventurers faded out, and they knew that this time, they really could end up anywhere!"

A Strange Land

You appear in the middle of a strange forest. There are tall redwood trees all around you. But there are also bluewoods, yellowwoods, and orangewoods. The grass smells of juniper, and the bushes have strange cuplike flowers on them. Truly this is no world you have ever been to before. You will have to find someone who knows where you are before you can figure out how to get out of here.

Describe the forest in as much detail as you wish, but keep it light-hearted. It is not a place of terrifying strangeness, but it has a things-are-not-quite-right strangeness. Everywhere the PCs look they should see familiar objects, but in unfamiliar colors, shapes and functions. For example, the cuplike flowers on the bushes hold tea. The possible list of plants include trees which bear vegetables, bushes that grow orangeberries and brownberries, vines which grow both peas and acorns.

A Friendly Face

As you stand there looking about at the peculiar forest, a centaur appears from behind the nearest bluewood.

"Hullo. Where did you come from?" he asks. The centaur is carrying a bow, which is unstrung and slung over his shoulder. He has a friendly, if homely face.

Centaur (Nikel): Int Average; AL CG; AC 5 (human frontquarters)/4 (equine hindquarters); MV 18; HD 4; hp 32; THAC0 17; #AT 2 or 1; Dmg 1-6/1-6 (front hooves) or 1-8+2 weapon; SZ M; ML 13; XP Nil (250 for getting information about Quorsit).

Nikel carries a knife, club and bow. He is a woodsman centaur who loves to roam the forest. He will want assurance that the party did not get here by magic, for he distrusts magic. He can elaborate on the descriptions of the forest, telling the party that the fat short trees usually contain drinkables; and to watch out, not all the trees are as friendly as they look. He tells the PCs they are in the Forest of Rainbows. "Who on Quorsit wouldn't know that?" If the party expresses ignorance about Quorsit, he becomes very suspicious. Storming off in a huff, he mutters about magic-using types and disappears into the forest. No matter what Nikel's reaction to the PCs, he bursquely tells them to direct their questions about Quorsit to the "Silly Elves" who live to the south.

Wood Giant

The characters probably will move to the south, toward the elves. After traveling for an hour or two in any direction, they come face-to-face with a brown-skinned giant. The giant roars something that sounds suspiciously like "supper," and charges to attack.

Wood Giant: Int Semi; AL CN; AC 2; MV 12; HD 16; hp 100; THAC0 5; #AT 1; Dmg 5-30+5; SZ H (15'); ML 14; XP 9,000.

The giant takes half damage from fire and cold. Rays, lightning bolts and *magic missiles* reflect harmlessly off his skin and have a 1-in-6 chance of hitting the caster. Blows from his massive fists can incapacitate opponents of larger than man-sized or smaller. If a blow inflicts 23 or more points on such an opponent, the target must make a Constitution check or be knocked unconscious for 3d6 rounds.

The wood giant was out looking for supper when he stumbled on the party. To the giant, anything that moves is food. He is the strongest creature on the face of Quorsit, and his stupidity matches his brawn. He does not get a saving throw vs. illusions, provided the illusions resemble something edible (i.e. living). He will fight until he is down to 20 points or less, and then yell "OUCH." It takes a while for pain to penetrate. He continues fighting for 1d6 rounds after he is reduced to zero hit points, but dies immediately if reduced to −20 hit points.

Although this is a strange creature, it is still a giant. Ratha gets his "to hit" bonus and Sagrais gets his AC bonus.

The Critic

This forest of huge trees and strange plants is a confusing place, and even Ratha isn't absolutely sure you are traveling in a straight line.

As you round another massive trunk you spot a fellow traveler: The stranger is a short, pudgy humanoid, a halfling in fact, though not as stout as Sagrais. He is sipping a frothy beverage from a twisted root that is so large he has to hold it in both hands.

"Hullo strangers!" cries the halfling. "Stop, rest a bit and have some root beer—it's a little too sweet and doesn't have any floats, but it's undoubtedly cooler and fresher than whatever you're carrying."

The halfling is K. J. Louder, a drama critic. K. J. has stopped for a root beer break. If the party wishes to partake, they'll have to uproot their own plants. K. J. happily will indicate which plants; he won't allow the PCs to sample the beverage in his root (a very unsanitary practice). Uprooting a plant requires a successful open doors roll. If a PC fails, K. J. points out flaws in the character's technique and suggests the character try again. If anyone grabs a plant K. J. doesn't point out, the halfling screeches in dismay: "Don't try that you bubble head! It's not ripe!"

K. J. will constantly find fault with the party, but will occasionally find reason to dispense minor praise as well. He can tell the PCs the following:

- K. J. is his name. If asked what "K. J." stands for the halfling gets indignant: "It stands for *me* you oaf!"
- K. J. is on his way to visit Hamlet, the elvish king. Hamlet is a thespian of some skill, his actual title is "Director."
- The locals call this place the Rainbow Forest.
- The elf village is as far south as K. J. goes. He knows that uninhabited forest lies to the north, east, and west, with desolate mountains farther to the north. The PCs' most likely source of useful information is Hamlet.

K. J. Louder: Int Average; AL CG; AC 6; MV 6; HD 2 (F2); hp 12; THAC0 19; #AT 1; Dmg 1-6; SA Nil; SD Nil; MR Nil; SZ S; ML 10; XP Nil (100 for getting K. J.'s information).

The Play's The Thing

When the party turns south, they travel through most of the day and do not find the elves. Fortunately, the elves find them. A group of six scouts stumbles on the party just as it is beginning to get dark. The elves greet the party and ask their business in the Rainbow Forest. If the party tells them that they are looking for the elf village, two elves escort them to the village.

The party is guided to a large hill. There is a door in the side of the hill, and the party is led inside to see Hamlet, director of this village of performing elves.

Hamlet (performing elf): Int High; AL CG; AC 6; MV 15; HD 5 (F5); hp 21; THAC0 16; #AT 1; Dmg 1-4; MR 90% vs. *sleep* and *charm* spells; SZ M; ML 15; XP Nil (1,000 for getting Hamlet's assistance).

Performing Elves (200): Int High; AL CG; AC 6; MV 15; HD 2 (F2); hp 21; THAC0 19; #AT 1; Dmg 1-8; MR 90% vs. *sleep* and *charm* spells; SZ M; ML 15; XP Nil.

The performing elves are an offshoot of a wood elf tribe. Seeking a place to perfect their acting skills, they stumbled on this vast hill, which they have honeycombed with passages, stages, dressing rooms, and living quarters. They gradually grew apart from the other elves, and over thousands of years developed different abilities. Performing elves are able to cast illusion spells. Once per day, each elf can cast *detect illusion, phantasmal force, blur,* and *ventriloquism.* When a performing elf reaches 4th level in any class, he can cast *hypnotism* once per day. Performing elves can be fighters (maximum of 8th), illusionists (maximum of 7th), and thieves (no level limit). All performing elves have at least three proficiency slots in acting, with costume making, singing, dancing, and mime being other popular choices. Performing elves also have all the abilities of wood elves as described in the *Player's Handbook.*

Hamlet graciously invites the PCs to supper, saying that business should be left until morning. If the party tries to press their questions over supper, he becomes irritated and demands that business wait until morning. After the meal is finished, a courtier whispers in Hamlet's ear.

"The performances are about to begin," the director proclaims with obvious joy. "If our distinguished and experienced guests would please join us, we are sure the writers would appreciate an objective viewpoint. After all, one must learn to entertain every kind of audience."

The characters are ushered down a passage to a nearly-filled large theater. The PCs are seated with Hamlet in the front row, center; these are the best seats in the house. As the director motions, the curtain rises.

In the first short play, the theme seems typical. Young elf boy meets young elf girl. They fall in love, only to be separated by a cruel villain (someone is casting an illusion of an ogre). The ogre carries the elf maiden off, and the elf lad must rescue her. Just as the lovers are joined, the ogre appears from off stage, and bashes the young lad on the head, killing him instantly. As the ogre picks up the young lass to carry her away, another young lad, this one in the audience, shouts: "Never, cruel beast, she is too pure." He runs up on stage, draws his sword, runs the ogre through, and carries off the maiden, to live happily ever after.

The party may not know what to make of this ending, but the crowd loves it. Several curtain calls are required.

The next play begins on another familiar note. A young princess, in love with a commoner, goes through much anguish when her father forbids their marriage. Finally, after much suffering and sorrow, she decides to give up her right to the crown and marry her true love. Just before she would renounce her claim to the throne, a birthmark proves that the young commoner is actually a prince from a neighboring land. The two are married, and as they enter their honeymoon manor, the young prince turns into a dragon and says, "I'm sorry, but I'll have to eat you now." The princess looks furious, and screams "I don't believe this. I do not believe it. This is the third time this has happened to me this year!" With that, she turns into a dragon herself, and stomps off stage, very upset.

This time the crowd goes wild. Even Hamlet is up on his feet, yelling and cheering. The actors, including the special effects elf, are brought off stage and given a place of honor near the PCs. At this point Hamlet turns to the nearest PC, and says "And of course, now it is your turn!"

If the characters express shock, Hamlet explains that extemporaneous acting is considered the highest form of art. If the characters are still resistant to the idea, Hamlet remarks darkly that cooperation works both ways; even a bad performance would be better than no performance. If they absolutely refuse to put on a play, Hamlet says, "Fine, and did you know that the giants are much more prevalent in the forest during the night?"

If the characters want the cooperation of the performing elves, they must try and come up with some kind of a play. Hamlet will give them 10 minutes of real time to prepare. They must use everyone. It is permissible to have one or even two special effects people, who may create scenery, costumes, and different bodies by using illusions and spells.

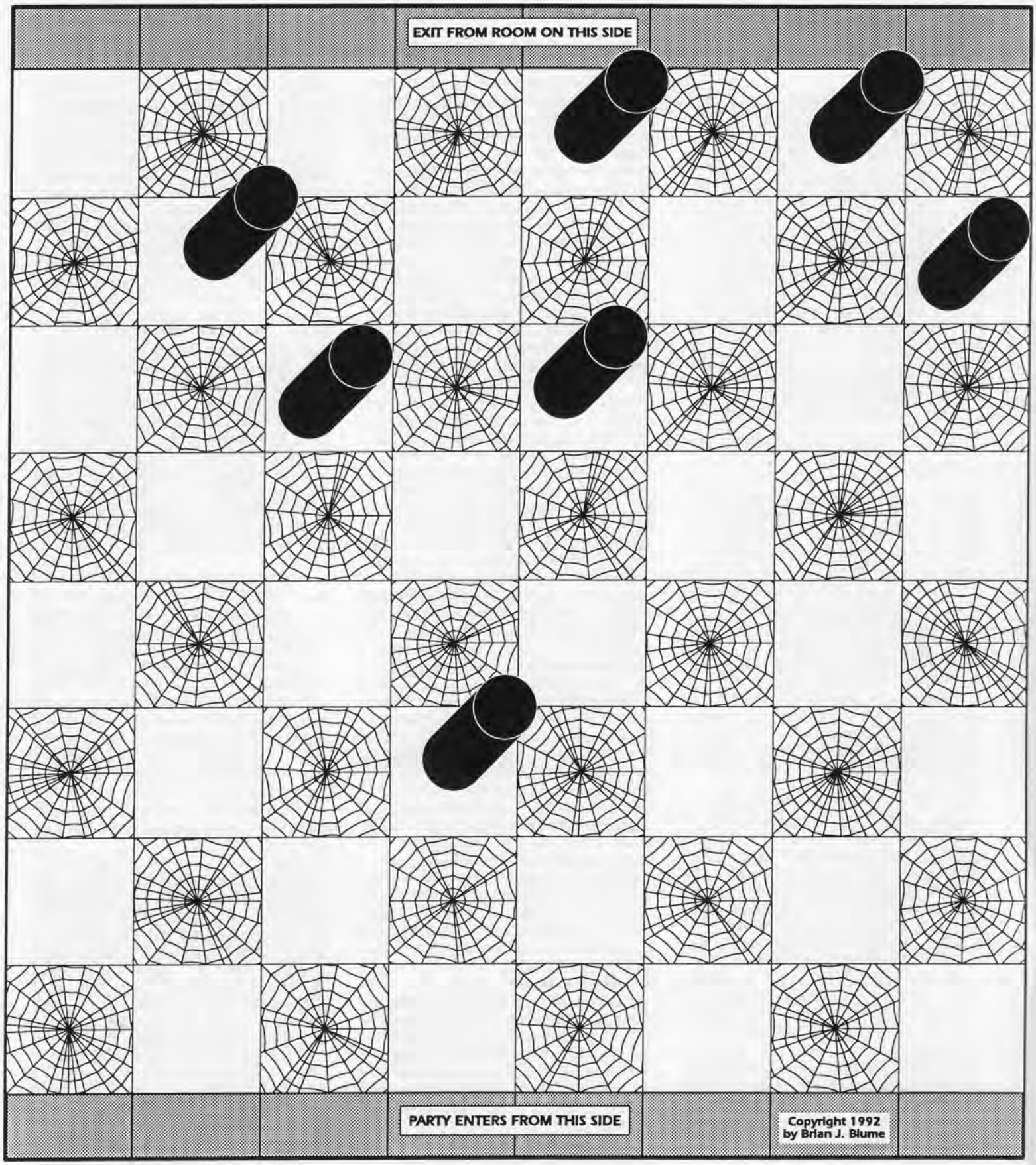
If they actually act out their play, they should get some bonus experience points for role playing; 75-100 xp each is appropriate for most campaigns.

This is a place to have fun. If they are "hamming it up" and enjoying themselves, you needn't get too bogged down in durations for illusions, spell casting time, and the like.

- If the characters come up with a familiar theme, the elves are bored.
- If the characters use a version of an existing play (from Shakespeare, for instance), the elves boo, and calls of "Plagiarist!" "Copycat!" and the like ring out.
- If the characters come up with something new (for instance a play based on the first part of this adventure), or any play with a surprise ending, the elves cheer loudly, even going so far as to ask the characters if they would like to join their acting school. In 30 or 40 years they could become quite talented.

After the performance, the PCs are ushered to their rooms, where they find soft down-filled beds. They awake in the morning, rested and refreshed. All of the spell casters will have their spells back, without studying. Ada, Ratha, and Henry may change their spell lists if they wish, Wemick may not.

They are served breakfast and escorted to the director. Hamlet wants to know what they want. If they tell him their plight, he will remark, "Another world, no wonder you were so bad" (or good, depending on the characters' performance). "Sorry, can't help you." One of the courtiers speaks up and says, "Perhaps, director, the white wizard could help them." The director looks up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and mutters, "Humph, him. I don't believe for a minute those stories about his world hopping. He is just a senile old human."

Then Hamlet looks at Wemick and says, "But then again, maybe you would get on well together."

The courtier says the party must travel north through the Rainbow Forest. When they emerge on the other side they will see a high mountain to the east. The white wizard's tower is at the base of the north slope. He warns the PCs that the white wizard doesn't usually like company.

Trees?

The PCs make their way back to their starting point and a little way beyond. Soon they notice the trees are getting shorter and the vegetation seems to be changing. Green seems to be more of a predominant color, and the trees are bushier. As they continue, Sagrais picks up the unmistakable odor of lemons. The trees in the area all seem to smell of it. The trees have thick trunks and large knots sticking out, waist high. If anyone touches a tree, he will feel something sticky. It is lemonade! If the PCs pry or pound at a knot, a spray of lemonade hits anyone within a 20-foot half circle. This will make the characters thoroughly sticky from head to toe. This has no effect on game play, but Ada and Ratha will not like the effect on their looks. Careful tapping of the trees will produce a delicious beverage.

The Wizard's Tower

Once the party passes the lemonade trees they can leave the forest without further incident. Ahead is the mountain the courtier described. They can see a tower in the distance. It appears to shimmer in the air, as though it might be an illusion. As they draw closer, the shimmering gets more pronounced, although attempts to disbelieve it do not succeed.

> You are standing in front of a white tower, apparently made of marble. It has only one gate, and the gate is open. As you move through, you enter a deserted passageway. The passageway is 20′ long, and turns right. As you round the turn, you see a strange room. The floor is tiled and resembles nothing so much as a giant chessboard.

The Trial of Wisdom

The party enters this room from the east. The floor tiles are five feet across; the middle third of the room has tiles colored white and black. The rest of the tiles are gray. The colored tiles form a chessboard on the floor. Seven of the white squares are covered with pillars of black metal, three feet tall. Each of the pieces appears to bear a carving or insignia of some sort, although the PCs cannot make it out from the edge of the chessboard.

The only door out of this room is across the chessboard. The secret of the chessboard is that it is a checkerboard. If a character steps on a black square a loud alarm sounds, and the offender is *teleported* back to the starting side. The characters may walk on the white squares without harm. However, if a PC steps on a black square a second time, a sign drops from the ceiling. It reads: "Sorry, one try per customer," and the PC is *teleported* back to the starting side. If any party member passes in front of one of the pillars, the pillar rises into the air, passing over the character, and lands behind him. The character is *teleported* back to his starting position. If a character runs up to a piece and jumps over it, it disappears. (Just as in checkers.) Anyone who jumps or flies over a black square meets a *wall of force* and lands on the black square, where he is *teleported* back to his starting position. PCs can be physically carried over the board, or transported via *levitation* or *telekinesis,* so long as they do not cross a black square. For positions of checkers, consult the map.

The Trial of Intelligence

After the party passes through the door on the far side, they see a stairway leading down into a rough-hewn rocky passage that points to the north. The passage leads to an arching cave that has many stalactites hanging from the ceiling. The cave is 80′ by 45′ and has doors in the middle of the north and south walls. The characters enter by the south door. The floor is *veiled.* It looks normal, but it is actually made of glass. As the party crosses the floor, it begins to vibrate. There is a 15% chance per character (cumulative), that the glass will shatter as a PC walks across it. This releases a *reverse gravity* effect which causes the character to "fall" to the ceiling. The character disappears through the stalagmites (which also are illusory) and is sucked into a funnel, which then deposits him gently at the top of the stairs the PCs just descended.

If one PC breaks through the glass, the hole will be about four feet across, but hidden by the *veil.* If two or more PCs break through, the entire floor will shatter. The glass is not affected by the *reverse gravity* and falls harmlessly to the real floor 10 feet below.

The party can cross fairly easily if they do so one at a time. Another way to cross is to shatter the floor, "lower" a rope to the ceiling, and walk across the ceiling, climbing back down to the door on the other side. If the PCs succeed in disbelieving the stalagmites, they will have no trouble avoiding the funnel. Spells and magic items which bestow flight, *levitation, feather falling,* or similar abilities don't work in this room.

After passing through the north door, the PCs find themselves in a small room with a spiral stairway leading up.

The Trial of Courage

The stairway is about six feet wide, and every 20 stairs there is a landing.

> You come to a landing, and you see a very disturbing sight. A stone statue of a gnome rests on the right side of the landing. Fear is carved on the statue's face, and its hands are in front, as if to ward off a blow. The workmanship is nearly perfect.

The statue is not magical or valuable.

The PCs find another statue on the next landing; this one is of a female elf. The elf statue bears a look of utter despair. Her hands are held in front of her, clutching a piece of a broken bow. Her eyes are downcast, as though she had given up all hope. This statue is also of nearly perfect workmanship, although it is not magical or valuable.

The third landing has a statue of a human wearing armor and carrying a large mace. He is holding a holy symbol in his hand, and his face bears a look of intense concentration.

> As you leave the third statue behind, a shriek of utter terror splits the air, and you hear heavy footfalls rapidly approaching. Despite all the clamor, you are startled when a large troll rounds the corner and charges. The hulking green monster races through your ranks. He is soon lost to sight as he flees.

The troll is real, but it has surprised the party. The PCs cannot launch any attacks or spells against it. If a player objects, explain that even adventurers as experienced as the PCs can be taken aback when they meet frightened trolls on narrow stairways.

After the party climbs through several more landings, they find a troll statue. Its claws are out, and it has a look of ghastly horror on its face.

The next landing has a statue of a female human. She wears full plate armor and carries a piece of a long sword. She bears a look of resignation on her face. There is more light here, reflected down the stairs.

When you reach the top of the stairs you see a statue of a human male carrying a large battle axe, with a look of pure terror on his face. His mouth is frozen in a scream, and his eyes are bulging out. As you take this in, you notice a small bearded man with spindly arms and legs and huge, squinting eyes standing near the statue. He is flaking off bits of stone with his hands. As you watch, the axe becomes thinner and sharper under his hands. The man looks at you, smiles, and says: "Persistent, aren't we? Very well, you may see the wizard now."

Pech (1): Int Exceptional; AL N(G); AC 3; MV 9; HD 4; hp 18; THAC0 17; #AT 1; Dmg 1-4; SZ M; ML 14; XP Nil.

The pech are a mysterious race of dwarflike stoneworkers. A pech can cast *stone shape* and *stone tell* four times a day. Pech are immune to petrification. A pech's melee attacks always can affect creatures made from stone.

The pech and the troll are actually very good friends and have been Kimew's most effective guards. They have scared away quite a few visitors, and they enjoy their work. If the PCs question the pech about the bizarre obstacles they've had to overcome, the pech explains that the wizard who lives here doesn't appreciate frivolous visits by strangers. Only visitors who really want to get in, and who are smart as well, can get this far.

The White Wizard

You pass through the door that the sculptor opens and confront a disturbing sight. There, hunched over a desk, poring through a large tome, is Wemick. No, it's not Wemick, but it is someone who looks like him. He has Wemick's gray hair and brown eyes, seems to be about the same age and is about the same height and weight. Someone at the home once brought up the idea of parallel evolution, but this is frightening. His mannerisms, his face, his movements, it's Wemick.

He looks up at you and smiles (Wemick's smile), and says (Wemick's voice), "Hello. I was afraid you looked like the persistent types. What can I do for you?"

This is Kimew, the White Wizard. He is a sage who would much prefer time to study and read. He thinks answering questions is a waste of time. He and Wemick do not recognize any but the most superficial similarities between themselves, although the others may not be able to tell them apart. Still, they think alike, and Kimew will almost invariably speak to Wemick, no matter who asks the questions.

Kimew is a very absent-minded old man. As he talks to the party, he tends to mispronounce names, (you say you are looking for Exile, or was it Exlax?). As he finds out about the party's dilemma, he becomes excited. He was once in the same situation. It took him months to find his way out. He searched until he discovered a gate, he calls it the "Gate of Worlds." If one concentrates on the desired place, eventually the gate will open to that world. Kimew created an amulet that allows him to return to this plane through the gate. He is amiable about giving this information to the party, asking only for some information unknown in Quorsit, books or writings would be best. Matilda's copy of Good Castlekeeping, or Sagrais' cookbook would be acceptable. He is not interested in Ada's biography, saying that biographies tend to be too slanted. The real prize for Kimew would be Wemick's notes on the devas of Arcadia. If the party shows him any of these items, Kimew becomes animated and immediately wants to begin a long discussion with Wemick on the subject. He forgets totally about the rest of the party. Eventually, he looks up from the notes and says:

"Oh, the gate. That's easy. It is only a few miles from here. I moved my tower when I found it. Just go east around the slope of the mountain until you see a crevasse with a bridge over it. Go over the bridge and up the path until you find a large cave. It's in there, you can't miss it. And, oh yeah, I think it's guarded by something. A giant? No. A big tree? No, that's not right. Now what was it? A dragon? No, I know, it was a train. No, that's not right, wrong world. Oh well, it's not guarded."

No matter how hard the PCs press him for information, Kimew sticks to his final assertion that the cave is not guarded.

The room the characters are in reminds them of Wemick's room; it is messy and cluttered. There are objects from many different worlds scattered about, among them a flashlight, a complete set of the works of Zane Grey, and a loaded six shooter. The PCs do not know what these are. If they ask, Kimew will be glad to tell them about each item —in detail.

DM Note: Clever players immediately will think of borrowing Kimew's spell books. If Wemick asks, he may make a new spell list. However, when Wemick begins to cast his first spell after leaving Kimew's tower, hand the player Wemick's Actual Spell List (Wemick is *so* absent minded). No matter how much a character wants it, Kimew will not trade the six shooter.

Kimew: Int Genius; AL ; AC 5; MV 9; HD 11 (W11); hp 29; THAC0 17; #AT 1; Dmg 1-6 + 1; SZ M; ML 16; XP Nil (2,000 for getting Kimew's information).

Spells carried: *Magic missile* (× 2), *audible glamer, Tenser's floating disc, magic mouth* (× 2); *continual light, invisibility, levitation, Melf's acid arrow; haste, hold person, Melf's minute meteors, tongues; ice storm, stoneskin, telekinesis, wizard eye; cone of cold, fabricate*

One-Way Bridge, The Wrong Way

You leave the tower and find a rough path leading east. Following it for a few miles, you come to the crevasse that Kimew spoke about. He forgot to say that while the supports for the bridge are still there, the bridge itself is not. The crevasse extends on both sides for several miles, it is about 60′ deep and 25′ across, and a mountain river rushes swiftly through the bottom.

The bridge is one-way, from the other side. Its walkway magically appears when a creature steps off the opposite bank. This walkway is solid and safe. If the party can get one person to the other side, that person can simply walk to the center and create a complete bridge. The remaining characters can cross safely so long as at least one character stands on the bridge and faces the right direction. There are a number of ways the party can get across. Henry and Wemick have spells that will allow them to get over, and Ada has a lasso.

The Gate of Worlds

After crossing the river, the PCs can locate the cave.

> You climb for quite a while and see what has to be the cave that Kimew told you about. At last, finally you will be able to get to Kansas and find Exeter, your wayward friend.

The gate has a guardian. A loco-lizard, a huge, dragon-like creature lives in the cave's north chamber (see map).

> You enter the cave and see a passage, 30′ wide. It leads to the north far enough that the daylight does not penetrate. To the south you can see the tunnel runs about 75 yards and opens into a circular cave which is lit by daylight, evidently through a hole in the ceiling. To the north, at the limit of your vision (about a hundred yards), you can just make out another opening, on the east side of the tunnel.
>
> The air in the cave has a sharp, acrid odor. As you peer through the darkness, a noise rolls out of the blackness to the north. It sounds like a snort, or perhaps a huff. After a few heartbeats you hear the noise again.

If the party continues into the cave the loco-lizard charges. If they leave the cave, the loco-lizard follows.

Loco-Lizard: Int Semi; AL N; AC 3; MV 6-24; HD 10; hp 70; THAC0 11; #AT 3 or 1; Dmg 1-4/1-4/3-30; SZ G (30′ long); ML 18; XP 3,000.

The loco-lizard can produce a cloud of steam three times a day; the cloud is 20′ × 20′ × 40′ and inflicts 10d4 + 20 points of damage, save vs. breath weapon for half. It also can build up speed by charging; it moves 6 the first round, 12 on the second round, and 24 on the third. It cannot turn easily while it is charging, and can turn only 90° during any round when it charges. No matter what its speed, it can automatically trample any creature in its path unless the target makes a Dexterity check.

The loco-lizard is a highly specialized monster, created long ago by the wizard who built the gate. The cave was built with the size of the dragon in mind, and as it charges, the characters will have to huddle up against the wall to avoid it, Dexterity checks to avoid being trampled suffer a −3 penalty. Anyone who attempts to dodge cannot attack or cast spells that round. Another unique feature of the cave is the round chambers at both ends. The dragon can build up a full head of steam (making locomotive noises all the while), charge the length of the tunnel, and use the circular wall to turn around without losing speed. Every two rounds the dragon will come charging through the cave, first from the north, and then back again. If the party succeeds in getting to the exit on the east side of the cave, the lizard will be forced to stop and either breath or melee with the party. The tunnel that leads from the east exit is wide enough to allow the lizard to enter, although it cannot use its charging attack in these narrow confines.

It will only use its breath weapon if it suffers 40 points of damage.

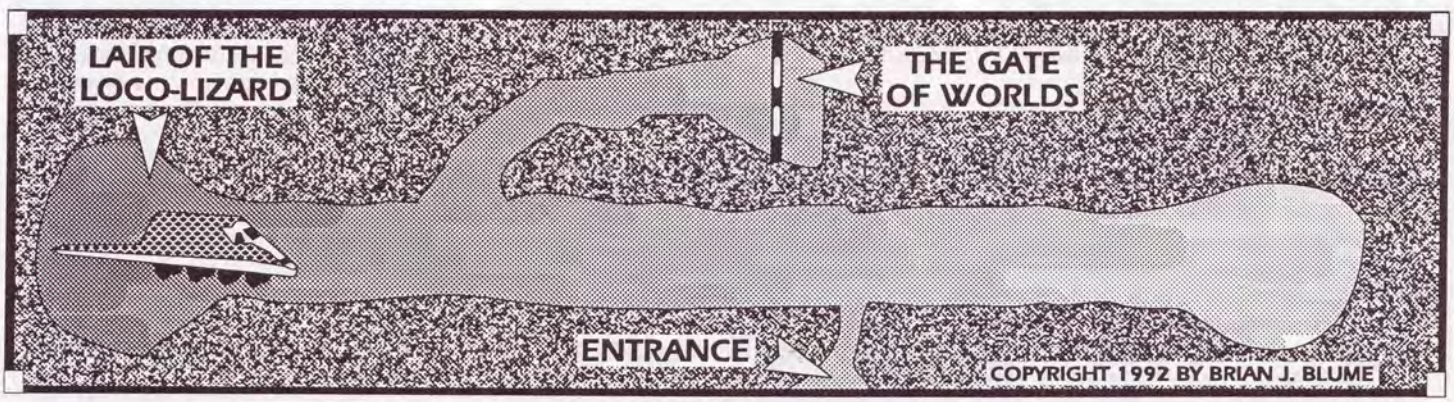
> After you defeat the strange dragon, you reach the end of the tunnel, which opens out into a small room. You see a door with a large window. The scene through the window keeps changing, one minute showing a picture of a sylvan forest, the next a plain full of volcanos, the next a stormy sea. It shows your home for a moment, still standing, and then moves on to other images. Surely this is the gate you seek. Wemick begins to concentrate, and after several hours, an image of a mountain valley appears. "At last," Wemick says "Kansas."

Wemick's Actual Spell List

> Unfortunately, your recent absent-mindedness seems to show up most when you study spells. You must have studied some of the wrong spells by mistake, because these are the ones you actually remember.

Spells Memorized: Level One: *Magic missile* (×2), *audible glamer, Tenser's floating disc, magic mouth* (×2); Level Two: *Continual light, invisibility, levitation, Melf's acid arrow;* Level Three: *haste, hold person, Melf's minute meteors, tongues;* Level Four: *Ice storm, stoneskin, telekinesis, wizard eye;* Level Five: *Cone of cold, fabricate*

Since you forgot to pack your spell books on this trip, you cannot relearn spells until you get home. ❑



Starting From Scratch

How to Develop Complete Player Characters

by Thomas H. Valley III

Every player character has a personality. Great player characters, however, have more personality than can be conveyed by a few words scrawled somewhere on a character sheet. A complete character personality has many elements—too many to list in an article. Fortunately, there are a few steps you can follow to make sure your character has all the basics.

Visualization

One of the first questions gamers ask when they encounter a new player character is: "What does he look like?" Your answer should be better than: "My character has brown hair and blue eyes." About a million characters on any given world fit that description.

To give your character a distinctive visual description, start by asking questions about yourself: *What is there about me that someone might notice when meeting me for the first time? Do other people think I'm good looking? Do I think I'm good looking? What is there about me that makes me look different from everyone else?* Answering all these questions might be difficult for some people, but that's the point. Once you've noted what is unique about yourself you'll begin to discover subtle things you can add to your character's appearance. Likewise, your character's self image is an important part of his personality. Ask yourself questions such as: *What's right about the way I am?* The answers say an awful lot about what you think about yourself. Now consider the character's self image. Is the character happy or disappointed with himself? What personal traits is he proud of? Ashamed of?

Once your visualization is complete, make a set of detailed notes about the way the character looks —or draw a sketch. Don't forget to jot down your notes on the character's self image.

Conceptualization

Now it's time to decide how your fully-visualized character reacts to his environment. How does he treat his companions? Does he harbor any unspoken thoughts, good or bad, about them? Does he have any strong fears or prejudices? What are his thoughts about important things in the world where he lives? For example, it's useful to know how a character in an AD&D® game world feels about magic, treasure, and other races. In a science fiction game, a character would have opinions about space travel, aliens, and technology in general. Also consider the character's favorite food or drink. Keeping this information in mind, decide how the character might react to common situations such as: meeting a lone goblin, being offered a job as a gunnery officer on a starship, or being forced to ride an unfamiliar vehicle or animal.

In addition, consider the character's physical reactions to the environment. Does he begin to sweat even in mild air? Do his joints ache when it gets cold or humid? Does the character have allergies? Obviously, a young mage who sunburns easily will be more enthusiastic about dungeon adventures than an aging fighter who suffers from arthritis.

Life Goals

Consider what the character wants to do with his life. Get some examples while thinking about your own goals. These might be straightforward (when you were a child, you probably talked about what you wanted to be when you grew up) or a bit obscure (right now you might very well wish there weren't any wars).

Life goals aren't the most important elements in a character's personality — sometimes a person has dreams but really does not do anything about them (a lot of us wanted to be a doctor when we grew up, but very few of us began studying anatomy). Nevertheless, a life goal will be sorely missed if it is absent from a character because it gives the player a solid reason for what the character does. This helps make decisions based on the way the *character,* not the player, thinks.

Growth

Characters do not begin life as adults, they have to grow up first. Many psychologists believe that the world has the most profound impact on a person during the first 10 years of life. Your own psychological makeup probably depends on events you only sub-consciously remember. When making decisions for your character it is helpful to note where the character grew up, and what might have happened to him as a child. Pick out one or two important traits or attitudes from the previous steps and try to imagine what kind of childhood experiences might have produced them. This knowledge is helpful when improvising your character's reaction to an event you haven't considered before. Your character might consider a great falsehood to be a fundamental truth, and might do all manner of things (such as slight other party members based on their race, class, or geographical origin) without even knowing it.

Applying these techniques to your characters will help you create effective, realistic, and rational personalities. ❑

The Living Galaxy

Be It Ever So Humble, There's No World Like Home

by Roger E. Moore

Is Earth a dull planet?

Some people would probably think so, but others would not, especially those who lead active lives. Police officers, firemen, soldiers, medics, detectives, espionage agents, and news reporters probably find that this world is exciting. Life is what you make it, on whatever planet you live.

In many science fiction role playing games, the players choose homeworlds for their characters, though I'm not sure if the idea of a character going back to visit his home is ever given much consideration.

What does a player really know about his character's world of birth or residence? Think about our Earth now, and consider all the things you know about it. Your character should have the same amount of knowledge about his own world. But how is a player ever able to learn about his character's homeworld, much less use even a fraction of that knowledge in any adventure?

There are two ways a player can get to know something more about his science fiction character's homeworld. One, the game master can write down the basic facts about the world's size, orbit, seasons, population, etc., then give a copy to the player who needs to know. Continuous updates of these sheets, adding relevant information as the campaign proceeds (and the GM thinks of new things) is an excellent idea. Two, and most importantly, the GM can set up homeworld-based adventures for the player to take part in, thus teaching by experience.

In the past two issues, we looked at the joys of basing a multiadventure campaign on one planet using your favorite science fiction role playing game. In this issue, we examine some of the possibilities involved in having the starfaring heroes in your campaign start their adventures literally in their own back yards.

Sometimes, home is where the adventure is.

Start At The Beginning

If you and your gaming group are just starting a science fiction campaign, you can take advantage of the situation by having all of the player characters be residents of that one world. The GM probably will need to restrict some of the possible races and occupations that characters may adopt. No Zhodani or K'kree PCs would be allowed in a *Mega-Traveller* campaign set up deep within the Shattered Imperium, for example as there are no homeworlds for them there. (The GM might allow an "outsider" or two into the adventuring party, just for flavor, but the bulk of the group should be homeworlders for the purposes of this campaign.) The GM might also make a restriction that no PC could have left his homeworld before the campaign starts, thus excluding starship pilots and certain armed-forces personnel. This makes the rest of the galaxy that much more alien if the PCs manage to leave their world, and it makes that moment of leaving much more exciting.

One thing the GM can do to offer more alternatives to PC types is to set the campaign on a world that offers lots of cultural diversity. The Earth today has many nations, cities, spoken and written languages, ethnic groups, religions, political bodies, and so forth; there's no reason that an old, long-settled world wouldn't have become a similar melting pot, with new waves of immigrants coming from across the galaxy to find work and settle down. Even a young colony world, one barely settled by the time the characters have grown to adulthood, can have a large number of separate colonies and cities scattered across it, each brought in from a different part of the inhabited universe by whatever groups organized the massive colonization program.

Yet another thing the GM can do (actually, *must* do) is choose a homeworld that offers enormous potential for adventuring. To this end, I suggest that the homeworld be reasonably Earthlike, with a few variations for sparking player interest (six moons, only one continent with lots of islands, etc.). PCs should be able to go outdoors and breathe the air without bulky respirators or mouth filters, except perhaps in polluted cities and industrial areas. And there should be a wide variety of geographical features and climates to support as many different adventures as possible. Much of the vegetation and animal life can have been brought in by the colonists (especially if the world was terraformed to support Earth life), so familiar items like dogs and conifers can take their places alongside native, alien, or genetically engineered life forms.

Moreover, the forces that drive great adventures must be in place as well. If many colonies or nations exist on the homeworld, are some of them hostile to each other or actively at war? Do ancient artifacts and ruins exist from now-extinct alien cultures? Do off-world governments or corporations have their own interests in this planet, perhaps for ends that the inhabitants won't like? Are there secret projects underway, buried treasures to be found, disasters waiting to happen, and battles about to burst? A peaceful, happy world is nice, but it's terribly boring. As the German author Goethe once said, "A man can stand almost anything except a succession of ordinary days."

Very few published adventures or sourcebooks detail one particular world down to the last rock well enough to use as a homeworld. Two that I've recommended in past columns include the boxed set *Tarsus: World Beyond the Frontier,* for the old GDW *Traveller* game, and *Aurore Sourcebook* (as well as numerous other supplements dealing with this world), for GDW's *2300 AD* system. If a technologically primitive world is desired, the *GURPS Space* supplement, *Unnight,* would be useful, but that world is also pretty strange!

A better option than using only these games and supplements is to select a world from one of the interstellar atlases available for many science fiction games, then develop it in high detail as you see fit. I still recommend purchasing materials on Aurore, Tarsus, and Unnight if you are the GM, simply because you will get an idea of how many different ways you can develop a homeworld and how many possible adventures the group can have. Other gaming supplements of interest in stimulating your imagination in developing a homeworld include: Double Adventure 4, *Marooned/Marooned Alone,* and Double Adventure 5, *Chamax Plague/Horde,*

for the *Traveller* game; West End Games' Galaxy Guide 2, *Yavin and Bespin,* for *Star Wars: The RPG* (these aren't good as homeworlds in themselves, but the level of detail is nice); and GDW's *Beanstalk,* for the *2300 AD* game. Be willing to look at modules for other game systems, read science fiction novels and stories with applicable game ideas, and investigate non-science fiction sources (films, books, news events, etc.) to get adventuring ideas for your campaign.

Finally, try a new twist on campaign development: Get your players to help out, too. If their characters are going to come from this one world, let them chip in their own ideas about where they want their characters to call home, what sorts of planetside adventures they'd like, and so on. As the GM, you can have final say on what goes in and what doesn't, but the contributions of others will make your world only that much more colorful. Besides, someone else might want to give you a break as the GM and might run adventures in parts of the world where you don't normally place them.

The Big Picture Returns

The campaign types mentioned in the two previous columns would all do well in the homeworld framework. Some brief examples follow:

Marooned, Exploration/Contact, and Colonization/Exploitation campaigns work well if the world is a young, little-explored colony with limited resources. Remember that there are still places on our own overcrowded Earth to which no human has ever gone, and photographing a remote region from space is no substitute for actually being there. A Marooned scenario might even be a nice way to start the campaign; have all the characters be passengers on a jet or other form of transport that crashes or breaks down in a hostile wilderness. The characters then get to meet each other and have the usual life-or-death fight for survival against overwhelming odds, and they learn a lot about their own world to boot. Later, they can be hired into an Exploration or MacGuffin Hunt scenario, going over much of the territory they've already explored or into new territory—leapfrogging into entirely new adventures.

The Defense campaign obviously works well, too, given a technologically advanced world, as per the situation on Earth in Palladium Book's *Robotech* game or on a colony world in the old *Mechanoids* campaign. Of course, a guerilla war can be directed by PCs on a low-tech world, using examples such as Poul Anderson's *The High Crusade* or H. G. Wells's *The War of the Worlds.* Study the suggested sources for gaming ideas on this theme presented in the last column, with particular attention to one film, *Red Dawn,* as an example of a tight and intense campaign set-up. You might wish to hold off on a Defense campaign until the players are feeling comfortable with their world as it is, because a war is going to mess up the planet a lot. The *Chamax Plague/Horde* booklet mentioned earlier is recommended as an example of an easy-to-prepare alien assault, similar in some ways to the set-up in the *Aliens* system from Leading Edge Games; check them both out.

Invasion scenarios work if the PCs are part of a military force invading an enemy nation on the same planet, though it would help to build up to this situation over time by having the military PCs take less-complex adventures together first. An Invasion scenario can be very complicated to set up and play through. It would be best used as the climax to a long series of other adventures in which the PC heroes track down those powers responsible for various criminal or warlike acts, then move in as part of a larger force to mop up. In either the Defense or Invasion set-ups, GDW's modules for its *Twilight: 2000* and *Merc: 2000* games would be helpful for ideas, as would the *Commando* supplements for TSR's TOP SECRET/S.I.™ game.

A Maguffin Hunt can be easily staged to introduce the PCs to diverse parts of a young colony world, allowing them to develop a better sense of their home. On older and more technologically advanced worlds, the urban themes of police and detective work, cyberpunk and computer culture, and espionage adventures can come to life. Numerous modules for science fiction and non-science fiction role playing games can be mercilessly pillaged for ideas, among them those for TSR's TOP SECRET/S.I. and GANGBUSTERS™ games, The Avalon Hill Game Company's *James Bond 007* game, R. Talsorian's *Cyberpunk 2020* system, and FASA's *Shadowrun* game.

Disaster/Reconstruction campaigns are almost always based on one world, and thus lend themselves nicely to homeworld settings—though you don't want to mess up the homeworld *too* much, or it won't be fun anymore. Unless you really want to start the campaign on a nuked-out wasteland world, it would be best to keep major disasters in check, giving the PCs a chance to prevent them if possible or having the damage be relatively limited on a global scale (maybe only part of the world was nuked out). A meteorite strike near a coastline could produce catastrophic waves and seismic disturbances for a short time, but the world's overall civilization and population would be fairly safe, and rebuilding efforts could begin at once.

The Genre View

Another way to add freshness and vigor to a one-world game campaign is to view the adventures you create for it in a different way, such as selecting adventuring ideas among several gaming or fiction genres. This plan works only so long as the players are adaptable enough to switch their playing styles as the situation calls for it, and so long as the PCs are diverse enough and possess sufficient skills and equipment to take on their challenges.

A few of the major genres of role playing games and popular literature are given as follows, with playing notes and some suggested game supplements and fiction sources for brainstorming your own campaign ideas. Note that some of the examples given for these genres have elements of other genres in them—all the better, as the variety makes the adventure that much more interesting.

"Pure" science fiction: People can argue for years about what constitutes "pure" science fiction, so I will offer my own definition. "Pure" science fiction is literature dealing with the effects of speculative (and usually advanced) science and technology on humanity, and the human reaction to those advances. Works of science fiction as diverse as Mary Shelley's *Frankenstein* (the first modern science fiction novel), Michael Crichton's *The Andromeda Strain* and *Jurassic Park,* Clifford D. Simak's *City* and *Way Station,* Walter Tevis's *The Man Who Fell to Earth,* and Isaac Asimov's *I, Robot* all fit the above definition of science fiction. All one-world adventures should have some "classic" element of science fiction in them, even if they partake heavily of one of the other genres that follow. The PCs must face and deal with some aspect of futuristic science and technology

in such adventures, whether it be a "mad" robot, a reconstructed dinosaur, a plague from space, a hostile and unfamiliar world, or alien invaders. Overcoming such challenges can be very straightforward (i.e., involve lots of combat) or more involved (e.g., perhaps the PCs must defeat the invading aliens using psychological warfare, or must capture the "rebuilt" dinosaur unharmed for a local zoo).

Detective: In a good detective adventure, the characters must solve a baffling crime or mystery using their reasoning talents. The clues needed to solve the mystery should be reasonably clear but clever; if a murder victim is found to have an ace of clubs in his wallet, the GM should have earlier primed the group to interpret and use this clue by mentioning that there is a local criminal syndicate called the Aces, whose members each carry a playing card representing his work division in the syndicate. The PCs can be hired investigators and adventurers, civilian or military police (from regular cops to federal agents), or even spies.

A few science fiction detective mysteries populate the bookstore shelves, all worth a careful look. Isaac Asimov's *The Caves of Steel* and *The Naked Sun* are classic works that are virtually required reading (they feature a robot detective). Larry Niven's *The Long ARM of Gil Hamilton* details three cases of a 22nd-century law-enforcement operative with a psychic third hand. Hal Clement's *Needle* is about an alien police officer who takes over the body of a human in order to find an alien criminal who has also taken over a human's body. *The Demolished Man,* by Alfred Bester, is about a murder investigation among a society of telepathic humans. Mike McQuay's Mathew Swain novels reveal the gritty life of a 21st-century private eye who takes on horrific cases.

Outside the "hard science fiction" sphere is an enormous amount of material you can use. Take a look at the huge shelves of mystery novels in your local library or bookstore, and imagine what you could learn from a good Agatha Christie, John D. Macdonald, Raymond Chandler, or Dashiell Hammett story. You could even take Sir Arthur Conan Doyle's Sherlock Holmes stories and carefully adapt them to fit a science fiction setting. *SS-GB,* an alternate-universe novel by Len Deighton, concerns the exploits of a detective in London after the Nazis have conquered Great Britain in 1941; the complex murder mystery it details can give a GM an excellent example of how a single crime can turn out to have enormous consequences, as does Katharine Kerr's *Polar City Blues,* which is a science fiction police tale (see the next section).

One note about detective scenarios should be made: A detective story is usually centered around only one person—the detective. It would do best to have at most three or four player characters in such a scenario, each a formal or informal part of an investigative team. Adventurers can be just as nosy as private investigators, and they can be just as unstoppable and dangerous as well.

Law enforcement: Fans of the movies *Robocop, Bladerunner,* and *Mad Max* know that police work in the future can be dangerous, and science fiction tales like Lester del Rey's *Police Your Planet* (written under the pseudonym Erik van Lhin) and Rick Raphael's *Code Three* forecast the same vision. The British *Judge Dredd* comics (made into a science fiction role playing game by Games Workshop) offer some tongue-in-cheek views on law enforcement in a very violent future America. Police-style adventures should involve PCs who are members of a government agency offering considerable travel and constant danger and adventure. TSR's old STAR FRONTIERS® game cast many PCs in the roles of Star Law officers who, much like futuristic Canadian Mounties, cross interstellar distances but always get their men. Modern police and crime stories, both fictional (Thomas Harris's *Silence of the Lambs* or Frederick Forsyth's *The Day of the Jackal)* and nonfictional (Robin Moore's *The French Connection),* should provide loads of ideas for criminals and plots that can occupy heroic PC cops for many sessions of play.

Political thriller: Many sorts of characters can be caught up in political-thriller adventures, in which dark forces move against good-natured governments—or in which there are no good-natured governments left. The science fiction market has a number of its own such thrillers: Ray Bradbury's *Fahrenheit 451,* George Orwell's *1984,* Ron Goulart's novelization of *Capricorn One,* and Lee Correy's *Shuttle Down* (actually by G. Harry Stine). The range of non-science fiction political adventures is very broad; the movie version of *Seven Days in May* is worth seeing as an example of a story that could be easily adapted into a science fiction adventure using military and civilian PCs. By their nature, political thrillers often don't have the action that most gamers would enjoy, so mixing them heavily with espionage, crime, detective, or military adventures is a good idea.

An interesting subcategory of the science fiction political thriller (with strong elements of a Defense campaign) is the political rebellion on a "prison planet." Robert Heinlein's *The Moon is a Harsh Mistress,* D. G. Compton's *Farewell, Earth's Bliss,* and Jerry Pournelle's *Birth of Fire* are all in this vein. What if the PCs began the campaign as the adult offspring of penal colonists, living on a world set aside for dumping criminal rogues of the worst sort? What sort of societies would arise on such a planet, and what adventures could be had there? Would the PCs lead the fight for independence for their world? You may wish to investigate the TV series, *The Prisoner,* and "Coventry," by Robert Heinlein, for more ideas; see also the old *Traveller* Adventure 8, *Prison Planet,* but note that the world in question might not be suitable as a homeworld, and that the action takes place in an actual prison.

Crime: Will crime pay in the future? This campaign, the inverse of the "Law Enforcement" one, aims to find out. Adventures using criminal PCs should avoid having those PCs be flaming sociopaths who would stab each other in the back for a spare credit; this will destroy a gaming group faster than anything. However, there are "respectable" or pleasantly roguish science fiction villains, such as the infamous Slippery Jim DiGriz, of Harry Harrison's Stainless Steel Rat stories, and the smuggler Han Solo of *Star Wars* fame. The possibilities in having a reformed criminal work for the forces of law and order were explored in the non-science fiction TV show, *It Takes a Thief,* which included an episode in which the former cat burglar Alexander Mundy must stop a mad general from launching a nuclear attack on the USSR. Because of the problems in getting a gang of ex-criminal PCs to work together, this type of adventure should be used with caution. However, some groups of PCs are happy to make a few extra credits on the side through "harmless" crimes like smuggling, forgery, computer theft, pickpocketing, etc. Indeed, in Larry Niven's Known Space series, pickpocketing is no longer even a crime on

Earth, as everyone does it.

Espionage: Any number of modern-era spy novels and real-life exploits could be adapted into science fiction settings on a planet. Ian Fleming's James Bond novels come first to mind, but mainstream espionage authors such as Len Deighton, Robert Ludlum, and John LeCarre offer superb material that any GM can make use of. The science fiction movie, *Hauser's Memory,* has an extremely interesting twist on this theme (genetic memory), and *The President's Analyst* offers a humorous touch to spy thrillers. Conventional "spy" movies such as *Three Days of the Condor* and *The Spy Who Came in from the Cold* could provide some nice ideas (and you may as well plunder the James Bond films, too). As noted, you should look up nonfictional accounts of espionage across the world, and the adventures and supplements for any of the previously mentioned spy-based role playing games are always available for conversion. (In fact, with only some changes in setting, you could use any espionage RPG intact and base it on the planet in question!)

Pulp adventure: Indiana Jones, Doc Savage, Tarzan, John Carter, and other larger-than-life heroes face equally powerful criminals in wide-ranging adventure thrillers in this genre. The focus is heavily on action of every sort, which can be a nice change from more mental and diplomatic adventures. Chase scenes, gun battles, grandiose schemes, huge monsters, mad scientists, and victims in need of rescue populate this branch of adventure making, which might not be well supported by the gaming system involved (it would work fine for *Star Wars: The RPG,* but not so well with the *MegaTraveller* game, for instance). One excellent example of the possibilities here is the 1933 version of the movie, *King Kong.*

Others: Beyond these genres lie those of horror (the movies *Alien, Night of the Living Dead, The Birds, Invasion of the Body Snatchers,* and *The Thing),* high fantasy (Ursula K. LeGuin's *Rocannon's World* and Poul Anderson's *The High Crusade),* super hero (what's Iron Man of Marvel Comics' fame have that a man in full powered armor doesn't?), and romance (well, sure—did you see the movie, *Romancing the Stone*?). Keep your eyes and notebook open for brainstorms as you wander through your local library one afternoon, and see what you get.

Immigrants From Space

If you're already involved in a regular science fiction campaign and it's too late to make use of the homeworld idea (no one is from the same planet and home is too far away), then there's always the possibility that the PCs might decide to set up new homes, at least for a time, on a pleasant and exciting world they've come across. This is the theme in the *Traveller* boxed set on Tarsus. One good point about this campaign is that the PCs start fresh, having little or no assumed knowledge about this adopted homeworld, and this leaves the GM free to feed data to the characters at his leisure.

The PCs might stay on here after resolving an adventure; they could also be young colonists from other worlds or retirees who have had many years of off-world adventuring. Immigrants can be enticed into becoming interested in their world's welfare, defense, politics, and opportunities, creating a very loose campaign framework allowing for practically any sort of adventure, especially since the PCs might be of widely varying professions with many skills and resources. A tighter campaign can center around the PCs' attempts to gain political power in the local or world government, to expand their land ownership and wealth, or to establish family dynasties. Over time, the world can be invaded, suffer disasters, and expand its own influence across space with the PCs' help.

Interestingly, some good examples of the "outsider coming in" campaign here are found in the realm of alternate-history and parallel-world novels, in which a modern-era person is cast into an unfamiliar society, which he then proceeds to change with his knowledge and daring. In particular, look for L. Sprague de Camp's *Lest Darkness Fall,* H. Beam Piper's *Lord Kalvan of Otherwhen,* and Philip José Farmer's *Two Hawks from Earth.* All are variations on Mark Twain's *A Connecticut Yankee in King Arthur's Court,* which provides some amusing game ideas of its own.

An adventurer need not always stay on his homeworld, but the idea of actually getting to know your PC's planet is an entertaining one that GMs should milk for all it's worth. See what you can come up with for your science fiction game campaign. ❑

Dragon, Bahamut

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CLIMATE/TERAIN:	Any
FREQUENCY:	Unique
ORGANIZATION:	Solitary or with gold dragon court
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Godlike (22)
TREASURE:	A, B, C, D, E, F, G, H, I, S, T, U (all × 10)
ALIGNMENT:	Lawful Good
NO. APPEARING:	1
ARMOR CLASS:	−15
MOVEMENT:	18, Fl 40 (C), Sw 24, Jp 18, Br 18
HIT DICE:	70 (490 hit points)
THAC0:	2
NO. OF ATTACKS:	3 + special
DAMMAGE/ATTACKS:	6-60/6-60(6d10)/10-100(10d10)
SPECIAL ATTACKS:	Spells, breath weapon
SPECIAL DEFENSES:	+3 or better weapon to hit, spells
MAGIC RESISTANCE:	90%
SIZE:	G (420′ long)
MORALE:	Fearless (19-20)
XP VALUE:	72,000

Bahamut, the platinum dragon, is the king of all goodly-aligned dragons. The ancient, wingless serpent is considered a deity among dragons and dragonkind.

Although Bahamut's immense form seems threatening, his benevolent expression displays his kindness and hints at his great wisdom. He is quick to aid the causes of good creatures—usually by assigning other dragons to the tasks. If he feels the threat is great, he will assume a different guise and tend to the matter himself.

The most handsome of all dragons, Bahamut's platinum scales glow with a faint blue sheen. The scales are huge, thick, and virtually indestructable. Only the most magical of weapons can penetrate them. The scales shimmer as the great one walks, creating a mirror-like glare that is difficult to look directly upon. His boulder-size eyes are a pale lavender, in sharp contrast to his glistening, spiral ebony horns. Only a few living beings have ever seen this magnificent form. Bahamut chooses to wear the guises of humans, demi-humans, and common creatures so he does not frighten lesser beings.

In Bahamut's lifetime, he has visited every known world and plane at least once. His insatiable curiousity has taken him to many peoples, and he has consequently learned to communicate with nearly every known race. The platinum dragon is aided in this linguistic task by his ever-present receptive form of *telepathy.* However, due to changes in local dialects, Bahamut may have to cast a spell to aid him so he can better converse in up-to-date terminology.

Combat: Bahamut rarely involves himself in struggles, relying on other goodly-aligned dragons and creatures to deal with the situations. However, if a situation is especially threatening or if Bahamut's curiousity is piqued enough to cause his involvement, the platinum dragon and his gold dragon court will enter the fray. When the foes are obviously evil, the platinum dragon strikes first with his concussive blast, using this breath each round as often as necessary. If the nature of the foes is uncertain, Bahamut uses his vapor breath, which puts affected creatures into a gaseous form. The dragon and his court gather up any weapons and armor, wait for their foes to materialize, and then question them—or finish them off if the targets are unwilling to talk. The platinum dragon prefers to use his spells and spell-like abilities to aid worthy causes rather than in combat. However, if pressed, he will use these spells to fight. Bahamut uses his physical attacks as a last resort, as the great one dislikes dirtying his claws and teeth with the blood of evil creatures.

Bahamut's gold dragon court first rely on their breath weapons in combat, followed by spells. Like the platinum dragon, they prefer not to fight physically. However, they will do so if the platinum dragon seems threatened.

Breath weapon/special abilities: Bahamut has three breath weapons. The most visible breath weapon is a frosty white cone of cold 10′ wide at his mouth, 250′ long, and 80′ wide at the base. All those within the cone suffer 20d20 + 12 hit points of damage, save vs. breath weapons for half. Any creature caught within the cone has a 50% chance to drop anything held in its hands (saving throw not withstanding), as the objects have become too cold to handle. Further, for the next four rounds those creatures suffer half movement rate and are −4 on all attack rolls and Armor Class ratings because of their bodies' uncontrolable shivering. The second breath is a whispy blue cloud of magical vapor that is 120′ long, 60′ wide, and 60′ deep. All those caught within the cloud are reduced to half their current hit points. Those who save are reduced by one-quarter. Further, all creatures which do not save turn gaseous for 3d4 turns. All equipment and items worn do not turn gaseous, but fall to the ground. The third breath is a concussive blast of air which is 10′ wide at

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Bahamut's mouth, 150′ long, and 50′ wide at the base. This horrible assault kills all creatures within its range which have 60 hit points or less. There is no saving throw. Creatures possessing more than 60 hit points suffer 60 points of damage, no saving throw. Bahamut can use one breath per round as many times a day as desired. Creatures struck by a breath weapon save at −4 because of Bahamut's awesome power.

Bahamut is able to cast at will any first through seventh level priest spell and first through ninth level wizard spell. Bahamut can cast 100 spell levels per day. For example, Bahamut can cast 20 fifth level spells or any other combination thereof to equal 100.

In addition, he has the permanent abilities of *receptive telepathy* and *shapechange*. He can become astral or ethereal at will, and he is immune to Cold and gaseous attacks.

Bahamut casts spells and uses his abilities at 20th level.

Habitat/Society: While Bahamut has been known to inhabit virtually any clime in the guise of a human or demi-human, he most often resides in an immense crystal palace behind the East Wind. Sages speculate this palace is either on the elemental plane of air or in the Seven Heavens or Tri-Paradises. The wisest of sages believe the palace occupies a pocket dimension between the plane of air and the Seven Heavens and that Bahamut and his gold dragon court are the dimension's only occupants. Legends say the crystal palace is covered with *glyphs* and *wards* and protected by spells humankind has yet to discover.

The platinum dragon journeys to human and demi-human lands out of curiosity. Bahamut has a fondness for the creatures and occassionally travels among them to learn about trends in their cultures, current politics, and new magical or clerical discoveries. During these forays, he is almost always accompanied by the seven gold dragons of his court—who also assume an acceptable guise.

Sages say the platinum dragon is most fond of the form of an elderly man followed by seven yellow canaries. Other recorded forms have included a straggly-appearing urchin and his seven rag-tag friends, a prince and his carriage drawn by seven horses, and a beggar surrounded by yelping dogs. The sages are certain he has other guises, though nothing else has been documented.

Although Bahamut's court is comprised of gold dragons, he enjoys the company of all good dragons, delighting in their differences and varied personalities.

Bahamut's treasure is stored deep inside his crystal palace. Despite the immensity of the piles of gems, gold, and magical items, he considers the wealth inconsequential in the overall scheme of things. However, he uses bits of his treasure—passing out coins and gems to those down on their luck and using magic items to his own advantage.

Ecology: Bahamut is capable of eating nearly anything. He only requires sustenance while outside the crystal palace. His favorite meals include the early-morning frost on blades of grass, honey, and daisy petals. His nemesis is Tiamat, the chromatic dragon.

Gold Dragon Court: Bahamut's loyal court is comprised of seven great wyrm gold dragons. Each of these dragons has maximum hit points, is well-versed in the most effective of spells, and is intensely loyal to Bahamut. There is only a 10 percent chance Bahamut will be encountered without his court. When in his presence they appear in a form that complements his own—in their true bodies when he appears as a dragon, as canaries when he is an elderly man, and in other shapes as the situation warrants.

Sitting on Bahamut's gold dragon court is a position of unmatched prestige. Once appointed to the court, a great wyrm gold dragon serves until his or her death or until he or she is too infirm to aid Bahamut. When a replacement gold dragon is needed, Bahamut observes all gold wyrms and great wyrms, secretly testing them. These tests are elaborate, dangerous, and challenges the mettle of the greatest of dragons. Only the most noble and courageous dragons have a chance to be named to the court.

Some sages speculate that Bahamut only chooses gold dragons for his court because a hundred centuries ago the platinum dragon was gold. Sages say Bahamut's great goodness caused him to transcend his golden form and become a unique breed of dragon—the most powerful dragon ever.

❑

Dragon, Tiamat

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CLIMATE/TERAIN:	Any
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Godlike (21)
TREASURE:	A, B, C, D, E, F, G, H, I, S, T, U (all × 15)
ALIGNMENT:	Lawful Evil
NO. APPEARING:	1
ARMOR CLASS:	-15
MOVEMENT:	9, Fl 30 (C), Sw 12, Jp 12
HIT DICE:	60 (420 hit points)
THAC0:	2
NO. OF ATTACKS:	Up to 7 + special
DAMAGE/ATTACKS/	
CLAWS/TAIL:	3-30 + 12/3-30 + 12
RED DRAGON	
BITE/BREATH:	3-30 + 12/24d10 + 12
GREEN DRAGON	
BITE/BREATH:	2-20 + 12/24d6 + 12
BLUE DRAGON	
BITE/BREATH:	3-24 + 12/24d8 + 12
BLACK DRAGON	
BITE/BREATH:	3-18 + 12/24d4 + 12
WHITE DRAGON	
BITE/BREATH:	2-16 + 12/12d6 + 12
SPECIAL ATTACKS:	Spells, breath weapon
SPECIAL DEFENSES:	+2 or better weapon to hit, spells
MAGIC RESISTANCE:	80%
SIZE:	G (360′ long)
MORALE:	Fearless (19-20)
XP VALUE:	68,000

Tiamat, called the "Queen of Evil Dragons" or the "Bane of Bahamut," is the most powerful and malicious of the chromatic dragons. Sages say no act is too evil for Tiamat—if it nets her more wealth, influence, and causes harm to the forces of good.

The great dragon looks like a nightmare creation, sporting the necks and heads of white, black, green, blue, and red great wyrms. While the mass of huge heads seem to move independently like a group of writhing snakes, they are directed by one intelligence lodged deeply inside the dragon's massive body. Tiamat's five necks join just above massive, muscular shoulders. The colors of the necks and heads blend at the base in a swirl of colors that quickly turns jet black just below the shoulders. The black scales are small for a dragon of this size, about the size of a man's fist, and gleam like ebony pearls. The great dragon's belly is blue tinged with black, and her long, razor sharp talons are ruby red. Tiamat's great tail—nearly twice as long as her body from chest to haunches—seems to shift in hue as it twitches from emerald green to midnight black to sapphire blue. The queen's legs are as thick as great trees, and her wings—black on the exterior and red as blood on the underside—are huge. Still, they are not powerful enough to lift her great bulk with ease; Tiamat flies magically. The wings simply aid in her maneuverability.

Tiamat's teeth in her five heads are an opal white, sharp and long. And when the queen opens her mouths, the air seems to smell of brimstone and sulphur.

The centuries-old evil dragon has visited many lands in her many guises, becoming fluent in the languages of all evil creatures and all of dragonkind. She is also able to communicate in the languages of most men and demi-humans—although she is loathe to lower herself to their level and do so.

Combat: Tiamat prefers to have her battles fought by troops of evil creatures loyal to her and by adult and older chromatic dragons. Despite her great power, she is fearful that direct combat with good creatures could cause her injury or death. So she prefers to orchestrate conflicts from the background. Such fights have escalated into full-scale wars between humans and evil creatures, with the humans never knowing who was ultimately behind the struggle.

When Tiamat is forced to fight, she begins her assault using all five breath weapons directed at the strongest targets. As of yet, she has found no mortal creature to survive beyond that first attack. Tiamat uses her spells to discern targets' weaknesses and motivations. She has been known to *charm* potential victims to learn of treasure hordes, then kill them quickly and horribly after the treasure is attained.

In her lair, Tiamat's court of five great wyrm dragons fight for her. The court is comprised of one dragon from each basic chromatic color, and each has maximum hit points.

If Tiamat suffers more than 150 hit points of damage in a combat she will automatically *teleport without error* to Avernus.

Breath weapons/special abilities: Tiamat's white great wyrm head breathes a cone of cold 70′ long, 5′ wide at the mouth, and 25′ wide at the base. Creatures caught within the cone suffer 12d6 + 12 points of damage. The black head breathes a stream of acid 5′ wide and 60′ long. Those in the stream suffer 24d4 + 12 points of damage. The green head breathes a cloud of poisonous chlorine gas that is 50′ long,

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40′ wide, and 30′ high. Those in the cloud suffer 24d6 + 12. The blue head's breath weapon is a lightning bolt 5′ wide at the mouth and 100′ long. The bolt causes 24d8 + 12 points of damage. The most fearsome head, the red, breathes a gout of searing flame 90′ long, 5′ wide at the mouth, and 30′ wide at the base. Those caught by the magical fire suffer 24d10 + 12 points of damage.

A successful save vs. breath weapon reduces the damage from any breath by one half, and creatures must make a saving throw for each individual breath weapon they are caught in. All saving throws are made at −3 because of the power of the attack. The five heads can breathe simultaneously, on separate targets or the same target, every other round.

Tiamat is immue to all fire, cold, acid, gas, and lightning attacks, and she is immune to non-magical and +1 weapons. She can travel astrally or ethereally at will. Further, she has the following abilities at will: *pyrotechnics, tongues, cause fear, polymorph self,* and *teleport without error.* Each day she can cast three wizard spells at each level from 1st through 7th.

Tiamat casts spells and uses her abilities at 18th level.

Habitat/society: Tiamat lives on Avernus, although she is able to live in virtually any clime and on nearly any plane. Her lair is a castle of immense proportions which she constructed magically out of molten lava and the bones of her victims. Although solid, the castle's exterior walls appear to flow like lava and cause most creatures to avoid the place.

Tiamat's court dwells in the castle. Sages believe the place is also populated by other guards, such as elementals, fiends, and unnamed creatures. The castle is an extension of the queen's personality—its spires are twisted and grotesque, there are no windows, and the walls are studded with bits of sharp material and jagged bones which can injure all but the most wary. The macabre, yet impressive, structure is avoided by nearly all the inhabitants of Avernus.

The great evil dragon knows what is transpiring within every square inch of her castle and within many square miles beyond. Because of this, it is impossible to surprise her in her lair. Her treasure is vast and litters the castle, in some places it is so thick she has shaped it into walls and uses it to cover the floor. Tiamat has a precise inventory of her wealth—down to each insignificant copper—and she has spent decades mentally cataloging it so she knows what all the magical items can do. She uses some of the items to further her malign gains.

The queen of evil dragons spends nearly all her time within the castle. She remains knowledgable about what is transpiring on other worlds and planes through magical items, spies, and cults of humans and demi-humans she has bent to her will. On rare occasions when something has sparked her interest enough for personal investigation, she dons a human or demi-human guise and takes one member of her court, also disguised, with her. These instances have included skirmishes between various races, newly-unearthed treasure finds, and political struggles. Tiamat's favorite guises include a comely young elven woman and her escort, a young girl accompanied by her father, and an elderly sage with her grandson in tow. Sages believe she has also assumed the form of goblins, gnolls, lizardmen, and other creatures when attempting to rally others for battle. Some sages speculate that she has acted as various groups' leaders and kings, ordering the subjects to do her bidding.

Ecology: Tiamat is capable of eating anything. On Avernus she requires no sustenance, drawing her energy from the plane itself. However, when she travels to other worlds and planes she feasts upon creatures she defeats, molten objects, and the very ground. Her favorite sustenance, however, is helpless creatures; she feeds upon their abject terror before swallowing them.

Tiamat's enemies are numerous and include Bahamut and all good dragons. However, only Bahamut has been able to stand up to her might—and recorded conflicts with the king of good dragons have ended in stalemates.

Sages speculate Tiamat was born many hundred years ago during a war between evil dragons. The gods threw the combatants together into one body. And this new form demanded that the evil dragons no longer fight amongst themselves.

Tiamat's Court: The queen's court is comprised of five dragons—male great wyrms of red, black, white, green, and blue. The court is handpicked by the queen based on their loyalty and the amount of gifts and service they have provided. When a member of her court becomes too infirm, she takes the dragon to another plane, personally slays him, and immediately selects a replacement. Members of the court store their treasure within Tiamat's castle, in separate chambers which are considered their own territories.

Into The Dark

Jet Packs and Men of Bronze

James Lowder

Pulp magazines dominated the low end of publishing before comic books came along and stole their thunder—and many of their superhero-type characters. Heroes like the Spider, Captain Future, and G-8 & His Battle Aces helped to shape the earliest comic heroes. Some even claim Superman got his civilian name from the two most popular pulp heroes; Clark after Clark Savage, Jr. (better known as Doc Savage, the Man of Bronze), and Kent after Kent Allard, one of the identities of the Shadow. And both Doc Savage and Superman have their own "Fortress of Solitude."

Unsurprisingly, filmmakers snatched up the pulp heroes as quickly as they did their four-color counterparts. Early serials featured the Spider, the Shadow, and many others. And when buying the rights to put established pulp heroes on the screen became too expensive, the studios created their own—like the ever-popular Rocket Man.

In more recent years, efforts have been made to revive the pulp hero tradition, with mixed results. The all-star anthology series "Weird Heroes" showcased a few gems, and the recent DC comic books featuring the Shadow have been really sharp. Other attempts, like the film debut of Doc Savage reviewed below, are really quite painful to endure.

You can't get any better	*****
Entertaining and enjoyable	****
There are worse films	***
Wait for cable	**
A waste of good tape	*

Doc Savage: The Man of Bronze

1975, 101 Minutes
Warner
Director: Michael Anderson
Cast: Ron Ely, Darrell Zwerling, Michael Miller
1/2

Few films can match *Doc Savage*'s complete failure to draw anything worthwhile from a rich and vast stockpile of source material. Based sloppily upon Kenneth Robeson's first Doc Savage story, "The Man of Bronze" from 1933, the movie manages to make everything about the popular pulp hero ridiculous.

With his men, the Fabulous Five, Doc Savage wages war against crime all over the world. He is a super-genius, master inventor, martial arts expert, and all-around plague upon the villains who would challenge democracy and freedom. In his time, he defeated such menaces as the Thousand-Headed Man and the Evil Gnome.

In this tale, Doc and his men go off to the Republic of Hildago to investigate the murder of Clark Savage, Sr. and to claim a gold mine left to Doc by his father. The villain, Captain Seas (added to the original tale and played by perennial television bad guy Paul Wexler), tries to cheat Doc out of the deed. With the help of some ghostlike poison snakes, Seas and his native allies nearly succeed in killing the heroes, but Doc saves the day.

This was all fun, thrilling, slam-bang stuff in the pulp novel. In the film, Doc and his men are made ludicrous. John Philip Sousa marches play whenever they head off to danger, and an awful voice-over narration informs us of what a swell guy Doc really is. The dialogue is sappy, and one gets the uncomfortable feeling after only a few moments that director Anderson is ridiculing his heroes or even the audience.

In all, *Doc Savage* has the feel of a nearly endless made-for-television movie. The pacing is atrocious, with most of the pulp action scenes cut to a minimum. Too costly, I suppose. Ron Ely, known more favorably for his role as Tarzan, does his best here as Doc. He might have made a great Doc Savage if someone had possessed the sense to play the story straight. He certainly looks the part.

The closing credits threaten another Doc Savage movie, *The Arch Enemy of Evil*, but thankfully it never came to pass. Producer George Pal, who also had a hand in butchering the script, should have known better; his other films, such as the classics *Destination Moon* and *The Seven Faces of Dr. Lao*, prove he knows a good film when he sees one. Director Michael Anderson might beg forgiveness for reasons of talentlessness. His next film was the equally silly *Logan's Run.*

The Adventures of Buckaroo Banzai Across the Eighth Dimension

1984, 103 Minutes
20th Century Fox
Director: W. D. Richter
Cast: Peter Weller, Ellen Barkin, John Lithgow
*****

In his *T.V. Movies and Video Guide*, Leonard Maltin says *Buckaroo Banzai* "should be fun, but it's just incoherent, like coming in at the second chapter of a Saturday matinee serial." I usually like old Leonard's reviews, but I guess spending all that time on *Entertainment Tonight* fried his brain before he got to that one.

Buckaroo Banzai is, simply put, a hip, updated version of Doc Savage. Like the Bronze Knight of the Running Board, Buckaroo is a man of many talents—test driver, brain surgeon, rock star, foe of evil. He, too, has his band of loyal followers, the Hong Kong Cavaliers, and his own arsenal of secret weapons.

In this twisted adventure, Banzai's oscillation overthruster is stolen by the insane doctor Emilio Lizardo (John Lithgow), who is being possessed by an alien dictator, Lord John Worfin. Worfin wants to use the overthruster to cross into the eighth Dimension, free his imprisoned army, and fly back to Planet 10 to exact his revenge. The aliens who originally defeated Worfin make it quite clear that they will wipe out the Earth if he is not stopped. Toss in jet cars, identical twins, and Orson Welles, and you've got yourself a story.

The bizarre humor makes the movie the success it is. An example? The aliens, not knowing any better, all choose John as their first name, but follow it with such strange family names as "Icicle Boy," "Mud Head," "Small Berries," and "Ya Ya." Lots of these sorts of oddities are sprinkled liberally throughout; that definitely makes *Buckaroo Banzai* worth repeated viewings.

As with *Doc Savage*, we are promised a sequel as the very cool closing credits roll—*Buckaroo Banzai Against the World Crime League*. The superb cast in the first film and its merely mild success both work against the sequel ever

being made. The cast is filled with great character actors—Peter Weller, Ellen Barkin, Jeff Goldblum, Christopher Lloyd, and lots of others. The likelihood of them all getting back together for this sort of project, especially at the low budget it would be offered from any studio, is slim.

King of the Rocket Men

1949, 166 Minutes
Republic
Director: Fred Brannon
Cast: Tristram Coffin, Mae Clarke
****1/2**

The "thunderbolt of the air" flies to the rescue as we're subjected to "a screenful of pulse-pounding action." At least that's what the trailer for the 12-chapter serial screams at the top of its lungs.

After a number of very successful chapter-plays based upon licensed pulp and comic book characters—including Captain America, Spy Smasher, the Vigilante, and Captain Marvel—Republic decided to create its own hero so it wouldn't have to pay a costly licensing fee. They came up with the Rocket Man, a simple and ultimately quite popular character. *King of the Rocket Men* was his debut.

The plot is quite strong for a serial. Science Associates, rocket researchers extraordinaire, are being terrorized by the mysterious Dr. Vulcan. The underhanded bad guy intends to steal research secrets for "certain foreign governments" (i.e. the dirty, rotten Commies). But Jeff King won't stand for that. He dons an experimental rocket pack and helmet (*King* of the rocket men, get it?), intent on foiling Vulcan's schemes. But the bad guys get their hands on the decimator, which has the power to melt mountains. Can Rocket Man stop Vulcan before he turns the awesome weapon on New York City? More importantly, do we want him to stop Vulcan from blotting out the Big Apple?

For 12 chapters, we're witness to the usual serial derring-do, with cars flying off cliffs, bombs leveling isolated shacks, and more fistfights than an NHL playoff game. Unlike some of Republic's earlier efforts, the stunts are lackluster. The acting is pretty stiff, too. Tristram Coffin, who makes an unlikely King of the you-know-whats, was better off playing villains in serials like *Spy Smasher.*

On the plus side, the model effects used in the final chapter are surprisingly good for a serial. The rocket suit is also pretty slick, with its simple three knob controls: on/off, up/down, and fast/slow. Designed by rocket scientists, eh? Actually, it's this childish simplicity that makes the concept so appealing.

Audiences liked the Rocket Man concept so much Republic reused some of the footage from this serial and gave the rocket pack to new heroes in *Radar Men from the Moon*, with Lone Ranger star Clayton Moore, and *Zombies of the Stratosphere*, with a very young Leonard Nimoy. *Radar Men*, which featured a rocket-packing hero named "Commando Cody, Sky Marshal of the Universe," also spawned a television show.

All this leads directly to the next film, the direct descendent of these rather awkward rocket guys. . . .

The Rocketeer

1991, 109 Minutes
Walt Disney Pictures
Director: Joe Johnston
Cast: Bill Campbell, Alan Arkin, Jennifer Connelly, Timothy Dalton
****

Disney did a great job capturing the childlike wonder of Dave Steven's rocket pack-toting hero, but in all, *The Rocketeer* is too slick for its own good.

It's the eve of America's entry into World War II. When stunt pilot Cliff Secord (Bill Campbell) discovers a stolen prototype rocket pack, he is drawn into a tangled web of Nazi spies, government agents, and patriotic gangsters. Secord is a brave, if foolhardy fellow, and it isn't long before he uses the rocket to save someone's life. The unplanned heroics earn him the name "the Rocketeer" and the attention of foreign agents intent on stealing the rocket pack for Germany.

This is all very much in the tradition of the Rocket Man serials, right down to the gangsters serving as henchmen to the main bad guy. All fine and dandy, I suppose, but in typical Disney style *The Rocketeer* takes place in a world of absolute Good and Evil. With the exception of one very amusing change of allegiance toward the film's conclusion, the heroes are unquestioningly noble, the villains undoubtedly nasty. Perhaps that's why they shied away from giving Cliff Secord any real personality—if they went too deeply into his character, he couldn't be a spotless hero.

The supporting cast is uniformly superior, with Paul Sorvino doing a nice twist on his usual gangster role and Terry O'Quinn as a dashing Howard Hawks. Timothy Dalton comes close to stealing the show as Neville Sinclair, Hollywood adventure star and Nazi saboteur; his part is obviously gleaned from stories that claim real-life star Errol Flynn was a Nazi spy.

Despite the obvious Disney glaze over Dave Steven's pulp-inspired characters, *The Rocketeer* is a really enjoyable adventure film. If Republic Studios could have done the original serials any way they wanted, this probably would have been the film they turned out.

Dollman

1991, 87 Minutes
Full Moon/Paramount
Director: Albert Pyun
Cast: Tim Thomerson, Kamala Lopez, Jackie Earle Haley
*****

In the Fall of 1941, Quality Comics introduced scientist Darrell Dane, who could control his molecules (and size) at will thanks to a wonder serum. Like everyone else given a wonder serum in comics, he became a superhero—Dollman.

I thought this movie had something to do with the cheesy, but entertaining comics. Big mistake.

Dollman is yet another Full Moon action-adventure production starring Tim Thomerson. Like their other gunfire-filled Thomerson films, the *Trancers* series, this one features a cold, unlikable good guy who likes to shoot things. The hero is Brick Bardo, a Dirty Harry-style cop from the planet Arturos whose acting must have earned him his first name.

When he chases a lunatic villain into space, he gets shrunk by some cosmic energy and ends up in the Bronx. We can tell it's the Bronx because of all the graffiti, crack pipes lying around, guys with tattoos, and bad MTV editing. Inevitably, Brick gets involved in a gang war, if for no other reason so he can blast big chunks out of people with his intergalactic magnum.

If your idea of cinema entertainment is watching a six-inch-tall guy run across a rubble-strewn field for an hour, *Dollman* is for you. From the director of the equally tedious *Cyborg* and *Kickboxer II.*

❑

The Living City

Enchanted Items For Your Campaign

by Vince Garcia

Heavy Water: This magical substance appears as sapphire blue, cool, gelatinous water. By consuming an ounce, the imbiber can go 24 hours without need of further refreshments. *Heavy water* is found in the forests near the Living City in small pools containing a gallon or two. The substance is prized by clerics, who turn it into a type of holy water. Enchanted in this manner, *heavy holy water* inflicts 6d6 points of damage on undead.

Heavy water is valued at 100 gp. XP value: 10. *Heavy holy water* is valued at 200 gp an ounce. XP value: 20.

Helm of Asps: Sages believe this helm is a one-of-a-kind creation, open-faced, made of brass, and heavily engraved with writhing asps. This treasure is believed to trace its origin back three centuries to clerics. Its most noteworthy owner was the gladiator Piso, who operated a famed gladiatorial school in Ravens Bluff 70 years ago. The helm was kept on display in the school and was thought to have been destroyed when the school burned down. However, Piso's son suspects the helm was taken by scavengers searching through the ashes. Once a day, a character can activate the helm for 10 rounds. During this time, the asps upon it come to life, allowing for bite attacks similar to those employed by a medusa. The asps have a THAC0 of 15, causing death to anyone failing a saving throw versus poison.

Helm of asps is valued at 8,000 gp. XP value: 800.

Morgrim's Tapestry: This thick tapestry is seven feet tall, four feet wide, and depicts an armored knight ready for battle. The tapestry was discovered three summers ago by a group of adventurers exploring the old Hinton Ampner mansion outside of the Living City (see TSR's *Lords of Darkness* adventure anthology). For several months, its true nature was a mystery. However, research by Morgrim Shoenfeldt, the band's wizard, revealed that the tapestry functioned as a guardian.

The tapestry hung in the band's rented house for several months while they adventured in Thay. Upon the adventurers' return, they discovered their home had been looted by thieves who stole the tapestry.

The tapestry's magic takes effect when it is hung or lain in a room of any size and ordered to guard an area or object or person. When the guarded object is threatened, the knight in the tapestry steps out to battle any intruders, halting his attack only if the trespassers die or leave the room. The knight has 30 hp, is AC 3, and automatically hits every round, delivering 1d8+2 points of damage.

If the knight is slain, the tapestry loses its magical powers. However, if the knight is only wounded, the tapestry can be repaired with a *mending* spell, which heals all damage on the knight. The tapestry's encumbrance is 50 pounds.

Morgrim's tapestry is valued at 33,000 gp. XP value: 5,000.

Ring of Nine Lives: This ring is a band of ivory with the carved face of a cat. At least two of these rings are known to exist. The first belonged to the Witch of Shadowdale. More recently, Catherine Crowne, a local priestess of Chauntea, recovered one of these rings in an old catacomb complex north of Waterdeep. She determined that the ring dated to ancient times.

A *ring of nine lives* helps to preserve its wearer's life. Each round that one or more attacks would place the wearer at 0 hit points or less, the ring expends a charge and negates all damage. In the case of spells or other effects that would cause death because of a failed saving throw, the ring allows the wearer to treat the saving throw as successful, again at the cost of a charge.

When a *ring of nine lives* is discovered, it will have 2d4 charges. The ring cannot be recharged.

A *Ring of nine lives* is valued at 28,000 gp. XP value: 3,500.

Ring of Scrying Globes: This is a silver band with a tiny claw holding a pearl. One ring was known to be owned by the famed sorceress Brenna Graycloak of Aglarond. Brenna relied on it to spy upon Harper enemies and to extend the reach of her spells. The ring remained with Brenna for some time, and while some believed she eventually traded it away to a local cleric, there are no certain records of anyone else possessing a ring of similar power. However, one story has it that another Harper perished with the ring when its bubble revealed a medusa behind a closed door—the creature's gaze turned mage and ring to stone.

The ring's unique power is that, once a day, the wearer can concentrate and release a shimmering bubble of magical energy up to 10′ in diameter. This bubble has two modes of operation. If released in front of the wearer, it moves at his will at a speed of 50, up to 200′ away. The wearer must remain stationary, but he is able to see through the globe, depending on lighting conditions. When attempting to move the bubble through solid barriers, the wearer must save vs. spell. Failure means the bubble is dispelled. Further, the bubble can shrink to fit tiny spaces. Thus, a 10′ bubble might pass through a keyhole into a locked chest to reveal what is inside. Once a bubble has shrunk, it cannot be enlarged. This mode of operation lasts for 3d6 turns.

The second mode permits the wearer to *teleport* a bubble to a location or individual the wearer has seen before. If the bubble is being used for scrying on a place, the wearer must make an Intelligence check for success. He is then sent visual data on the spot chosen. However, if the wearer desires to scry on a person or intelligent creature, the target is permitted a saving throw vs. spell. If successful, the bubble cannot scry on or affect the target. If the target fails the saving throw, the bubble will *invisibly* encase him, scrying on him for 4d4 rounds. During these rounds the greatest power of the ring can be used. The wearer can cast spells at the creature or individual encased in the bubble. The spell's effects do not extend beyond the bubble's confines. Thus, the area of effect of a *fireball* cast through the bubble would be limited to a maximum of 10′ in diameter. Magic items and spells that detect or foil scrying also are effective against a *ring of scrying globes.* A successful *dispel magic* spell harmlessly dissipates a bubble.

Ring of scrying globes is valued at 30,000 gp. XP value: 3,000. ❑

An 1889 Crystal Sphere

Her Majesty's 1st Giff Infantry (The Grays)

by Timothy B. Brown

GDW's SPACE: 1889 universe, with its Martian sky galleons, Venusian lizard-men, and competing Earthly colonial powers makes a fabulous new crystal sphere for any SPELLJAMMER™ campaign. This two-part article explores that possibility, assuming limited contact from beyond Sol's crystal sphere during the time of the Second Unhuman War. Rules are presented for converting all *SPACE: 1889* mechanics and concepts to the AD&D® 2nd Edition game.

Initial Contact

IN LIGHT OF RECENT EVENTS HAVE ABANDONED FURTHER ELECTRICAL RESEARCH. STOP. MAY HAVE CAST FIRST SPELL YESTERDAY BUT RESULTS INCONCLUSIVE. STOP. WILL INFORM. STOP. P.S. HEARING PROBLEM CLEARED UP BY SOMETHING CALLED A HEAL SPELL. STOP. WHY DIDN'T YOU TELL ME ETHER PROPELLER SO LOUD? STOP.

Orbital Heliograph message from Thomas Edison (London) to Jack Armstrong (Syrtis Major), 1889.

In September of 1886 (by Earth reckoning), the elven Men-o-war *Starrival* and *Lady Ellyndyl* entered the Sol crystal sphere. Fleeing a goblin flotilla, the pair put to orbit around the fourth inner planet to affect repairs. All navigational records indicated the native life forms of the second, third, and fourth planets in the system to be without magic or spacefaring ships—accordingly, Admiral Kayvyan expected no trouble. When his chief engineering officer insisted he needed a large supply of wood to rebuild the *Lady's* forward bridge, Kayvyan authorized an expedition to the surface.

"The party returned with fascinating information," Kayvyan later entered into his log. "The natives here have mastered the use of a magnificent variety of wood, one that rises against a gravity plane. They command huge floating navies, the ships built from this amazing wood. The men collected some for themselves. Second, it appears that the humans of the third planet have somehow mastered a rather gnomish, mechanical means of interplanetary travel. Further investigation of the sphere should be undertaken, but our crew is exhausted and time is short."

An official investigation by the elven navy was never launched, but news of the Earthly humans, with their mechanical space ships and incredible weapons, and the valuable Martian liftwood leaked out.

Characters

Converting a SPACE: 1889 character to AD&D 2nd Edition game terms is a simple task. When creating NPCs who are native to the Sol crystal sphere, use *SPACE: 1889* for their initial generation, then convert them using these guidelines.

Abilities and Ability Scores: *SPACE: 1889* characters have Strength, Agility, Endurance, Intellect, Charisma, and Social Level attributes ranging from 1 to 6. Five of these attributes correspond directly to AD&D game abilities.

SPACE: 1889 Attribute	AD&D game Ability
Strength	Strength
Agility	Dexterity
Endurance	Constitution
Intellect	Intelligence
—	Wisdom
Charisma	Charisma
Social Level	—

SPACE: 1889 Score	AD&D game Score (Die)
1	3,4 (1d2+2)
2	5,6,7 (1d3+4)
3	8,9,10 (1d3+7)
4	11,12,13 (1d3+10)
5	14,15,16 (1d3+13)
6	17,18 (1d2+16)

Converting Attribute Scores to Ability Scores: The *SPACE: 1889* character's attribute scores dictate the possible range of his corresponding AD&D game ability scores, as shown on the table above. The possible ability scores are listed with the type of die and modifier to pinpoint it. An attribute score of 3, for example, could translate to an ability score of 8, 9, or 10; roll a single d3 and add 7 to determine the exact ability score.

Wisdom: There is no *SPACE: 1889* equivalent for the Wisdom ability. A new Wisdom score must be rolled (3d6) for every translated character.

Social Level: There is no AD&D game equivalent for the Social Level attribute. Note the character's original Social Level score and its corresponding social class (working class, tradesman, middle class, gentry, wealthy gentry, or aristocracy). It still can have a profound influence over relations with other natives of the Sol sphere, but, of course, it means nearly nothing in the rest of Wildspace.

Races: The Sol sphere contains three separate player character races: Humans, Martians (including the high, hill, and canal varieties), and Venusian lizard-men. There are no minimum or maximum ability scores or racial ability adjustments for these races.

Class Restrictions and Level Limits: All information is given on the Racial Class and Level Limits Table.

Languages: The Sol sphere has a variety of unique languages.

Sol Sphere Languages Table

Venus	Earth	Mars
Lizard Man	English	High Oenotrian
Low Lizard Man	Dutch	Parhooni
	German	Koline
Luna	French	Umbran
Moon Man	Japanese	High Martian
	Russian	Hellan
	Chinese	Noachan
	Bantu	Khallan

Humans: All Earth-born humans are subject to the restrictions and benefits of their race per the AD&D rules. While their initial classes are restricted, as outlined below, Earthly humans can elect to become dual classed in any of the new professions coming in from outside their sphere, specifically the priest and wizard classes.

Earthly humans speak the language of their native country (English, Japanese, etc.). He can speak one or more additional languages, including Martian languages, as determined by his linguistics skill in *SPACE: 1889* character generation.

Martians: Martian natives are demi-humans, subject to their normal restrictions and benefits. Martian characters, too, are restricted to their initial class, but can begin their careers anew or become multi-classed. Differences between the three varieties of Martian (high, hill, and canal) are given in the compendium entry on Martians.

Lizard Men: The Venusian variety is a more primitive ancestor of the species more common to Wildspace. Though technologically stunted in the eyes of their Earthly neighbors, the Venusian lizard men can easily adapt to life in Wildspace. Venusian lizard men can become multi-classed.

Average Height And Weight

	Height in Inches		Weight in Pounds	
Race	M/F Base	Mod.	M/F Base	Mod.
Lizard Man, Venusian	58/58	2d8	140/140	6d10
Martian, Canal	80/78	1d8	180/120	5d10
Martian, High	71/68	1d6	170/130	4d10
Martian, Hill	75/73	1d10	180/110	4d12

Age In Years

	Starting		Max.	
Race	Base	Variable	Base	Variable
Human, Earth	15	1d4	60	+2d20
Lizard Man	10	1d6	50	+2d10
Martian, Canal	20	1d8	90	+3d8
Martian, High	15	1d6	80	+3d10
Martian, Hill	15	1d4	70	+2d10

Aging Effects

Race	Mid. Age	Old Age	Venerable
Human, Earth	30	40	60
Lizard Man, Venusian	25	37	50
Martian, Canal	45	60	90
Martian, High	40	53	80
Martian, Hill	35	46	70

Racial Class and Level Limits

Character Class	Character Race				
	Human	Lizard Man	Martian Canal	Martian High	Martian Hill
Bard	U	—	16	—	—
Cleric	U	12	18	14	16
Druid	U	—	—	—	14
Fighter	U	14	14	16	16
Illusionist	U	—	12	10	8
Mage	U	—	14	12	10
Paladin	U	—	—	—	—
Ranger	U	12	—	10	14
Thief	U	10	16	8	12

Careers and Classes: A character's career or occupation can translate directly to one of the AD&D® game character classes.

The warrior occupations are not unknown within the crystal sphere. Among humans, all characters with army or navy careers are in fact fighters, as are the big game hunter and explorer. On Mars, all hill Martian kings and their warriors are fighters, as are all canal Martian soldiers, mercenary soldiers, and cloud sailors. All hill Martians are fighters. On Venus, all lizard man warriors are fighters; those who have adopted a more sedentary lifestyle are not. Variations within the warrior group are possible: scouts and skirmishers might actually be rangers. There are no paladins native to the Sol crystal sphere.

When considering the rogue group of character classes, there is no shortage of careers that qualify. For humans, all criminal careers class them as thieves, as does the foreign office-agent career. On Mars, some canal Martian ruffians and merchants also could be thieves. Only the human career actor can convert directly to the bard character class, and then only at the DM's discretion. There are no rogues native to Venus.

Despite the wide range of Earthly religions and their representatives, there are no priest character classes among the so-called civilized humans, since none of them pray to a deity in order to cast spells. However, there are a variety of "primitive" holy men who qualify as priests—witch doctors and shamen from darkest Africa, Central and South America, the seemingly endless Pacific Islands, and the vast unexplored interior of the Martian wilderness. These figures are usually little understood and greatly feared. While some may be druids, most are clerics of a somewhat savage, tribal nature.

There are no wizards native to the Sol sphere. All other natives to the crystal sphere are counted as 0-level characters when converting to a SPELLJAMMER™ campaign.

Level: Any character who converts directly to a character class must also have a level. A newly generated NPC or player character is 1st level. For NPCs who have had extended careers prior to play, add an additional level beyond first for every two years of active service, with a maximum level of fifth. A canal Martian mercenary soldier who has been active for five years would be a third level fighter. Optionally, a character's level may be reduced for years spent in more administrative roles.

Skills and Proficiencies:

Fisticuffs: The punching and wrestling system is available to all AD&D game characters, but those who had fisticuffs skill gain a bonus to their attack and damage rolls. Add one to each for every three levels (or part thereof) of fisticuff skill.

Throwing: A character who had throwing skill is considered to be proficient with all thrown weapons. He also gains the *rope use* proficiency. If the character has level three or higher in throwing, he is specialized in the use of a single thrown weapon.

Close Combat: This cascade skill is divided into edged weapons, pole arms, and bashing weapons. When converting the character for SPELLJAMMER game play, each level of skill counts as a proficiency slot in a single weapon appropriate to the category—one level grants proficiency, two or more levels grants specialization in that weapon. Refer to the AD&D game equipment lists on pages 68-69 of the *Player's Handbook*. All weapons listed under polearm qualify as pole arms, all weapons listed as slashing qualify as edged weapons, and all weapons listed as bludgeoning qualify as bashing weapons.

Trimsman: There is no trimsman equivalent in Wildspace—it is a skill unique to the humans and Martians who operate liftwood vessels. In SPELLJAMMER™ game campaigns, trimsman is a new proficiency; outsiders can learn to operate liftwood vessels if they so desire.

Stealth: Having this skill grants the character the thief abilities *move silently* and *hide in shadows*, regardless of his

character class. Every level of stealth skill equates to 15% in both skills. If the character is a thief, this gives an additional 15% in both skills.

Marksmanship: This cascade skill is divided into pistol, rifle, and bow weapons. In conversion to AD&D® game play, each level of skill counts as a proficiency slot in a single weapon appropriate to the category—one or two levels grants a proficiency, three or more levels grants a specialization in that weapon. Refer to the Equipment Lists for bows; all weapons listed under bow qualify. Refer to the weapons list in the *SPACE: 1889* rulebook, pages 56-57, for pistols and rifles. All rifles, carbines, and shotguns qualify as rifles for marksmanship skill.

Mechanics: The construction, use, and operation of machines is unique to Earth society. In SPELLJAMMER game campaigns, mechanics is a new proficiency open to any character who is exposed to the steam, electronic, and mechanical devices of Earth. Mechanics proficiency grants no insight into gnomish machinery.

Crime: This cascade skill covers the unsavory skills of lock picking, pickpocketing, and forgery. For the former two, the character gains the thief abilities *open locks* and *pick pockets,* regardless of his character class. Every level of crime skill becomes 15% in both skills. If the character is a thief, this is an additional 15% in both skills. For the latter skill, any level of crime skill gives the character the forgery proficiency in SPELLJAMMER campaign play.

Wilderness Travel: With every skill level in wilderness travel, the character can "buy" one of the following proficiencies: *hunting, mountaineering,* or *set snares.*

Fieldcraft: With every skill level in fieldcraft, the character can "buy" one of the following proficiencies: *direction sense, endurance,* or *navigation.*

Tracking: Any level of skill in tracking gives the character the *tracking* proficiency.

Swimming: Any level of skill in swimming gives the character the *swimming* proficiency.

Observation: Any level of skill in observation gives the character the *observation* proficiency from the *Complete Thief's Handbook.*

Engineering: Any level of skill in engineering grants the character the *engineering* proficiency. Also, every level of skill in engineering, regardless of how it is split among the cascade skills, can be used to "buy" any one of the following proficiencies: *blacksmithing, carpentry, mining, stonemasonry,* or *weaponsmithing.*

Science: Science is all but unheard of in Wildspace. Use science as a new proficiency in crossover games.

Gunnery: This cascade skill is divided into muzzle-loading cannon, breech-loading cannon, machinegun/rotary cannon, and exotic weaponry, none of which have counterparts outside this crystal sphere. In conversion to AD&D game play, each level of skill counts as a proficiency slot in a single weapon appropriate to the category—one or two levels grants a proficiency, three or more levels grants a specialization in that weapon. Refer to the weapons lists in the *SPACE: 1889* rulebook, pages 60-61, for appropriate weapons.

Eloquence: Any level of skill in eloquence gives the character the *etiquette* proficiency.

Theatrics: Every skill level in theatrics can be used to "buy" one of the following proficiencies: *dancing, disguise, musical instrument,* or *singing.*

Bargaining: With no equivalent among the AD&D game proficiencies, this becomes a new proficiency for crossover campaigns.

Linguistics: Every level of linguistics skill allows the character to speak one language beyond his native tongue.

Riding: Any level of skill gives the character the riding, land-based, proficiency. If the character has riding skill in flying skill, he also gains the riding, airborne proficiency.

Piloting: The single cascade skill sailing vessel gives the character the *seamanship* proficiency. The remaining cascade elements have no equivalent in Wildspace, so are a new proficiency for crossover campaigns.

Leadership: Every level of leadership skill improves the character's maximum number of henchmen and their loyalty base as if his Charisma score were one point better. Note this difference on the character sheet.

Medicine: Any level of skill in medicine gives the character the *healing* proficiency.

New Proficiencies: The five new proficiencies cover aspects of *SPACE: 1889* that simply don't occur elsewhere in Wildspace. Each is already explained within the *SPACE: 1889* rulebook, at least in sufficient depth to be used as a new proficiency. (If you don't have *The Complete Thief's Handbook,* the SPACE: 1889 book can be helpful creating an *observation* proficiency.) The details of each new proficiency are given on the table below.

New General Nonweapon Proficiencies

Proficiency	# of Slots Req.	Relevant Ability	Check Modifier
Bargaining	1	Charisma	−1
Mechanics	2	Dexterity	−2
Observation	1	Intelligence	0
Piloting	2	Dexterity	−1
Science	2	Intelligence	−2
Trimsman	2	Strength	0

Note that the total weapon proficiencies, nonweapon proficiencies, and assignment of skills (especially thief skills) may not add up properly for converted characters—don't worry about it. This is a crossover campaign and minor variations are certainly allowed.

Gold Pieces and Pounds Sterling

AD&D game coins are defined as weighing 1/50 of a pound (50 coins weigh one pound) and are of presumably pure metals. Therefore, one gold piece weighs 0.02 pounds, or 0.32 ounces, and 3.125 gold pieces (equivalent to 3 gp, 1 sp, 2 1/2 cp) weigh one ounce. In *SPACE: 1889,* gold was valued at $20, or £5 per ounce. However, silver was only valued at $1, or 2 shillings per ounce. Platinum is actually worth very little to the inhabitants of the Sol system, but electrum is nearly as valuable as gold.

Currency Conversion Table

	CP	SP	EP	GP	PP
Penny	1	8	240	384	120
Shilling	—	—	20	32	10
Pound	—	—	1	1.6	0.5

In the Sol system, English currency is measured in pounds. There are 20 shillings to the pound and 12 pennies to the shilling. American currency is measured in dollars. The exchange rate is $5 to the pound. Sol paper currency is, of course, worth nothing outside that crystal sphere.

Many items listed for sale have widely disparate prices between the two systems. In the AD&D® game, a knife costs five sp (equivalent to about three shillings), and in *SPACE: 1889* a knife costs one shilling. A hatchet or hand axe is

listed at one gp (384 pennies), but only costs six pennies in *SPACE: 1889*. Use the equipment list prices in *SPACE: 1889* when in the Sol system, but continue to use the AD&D game prices when outside the crystal sphere.

Gems and Objects of Art: Gems have the same relative value in the Sol system as they have beyond it. Convert all gem prices to their equivalent in gold pieces for exchange.

Objects of art, on the other hand, can have a markedly increased value in the Sol system due to their alien origins. Collectors will pay 0-50% (1d6-1 × 10) more than the object is normally worth on any other world in Wildspace.

Equipment

Much of the equipment available in the Sol sphere needs further explanation when used in a SPELLJAMMER™ campaign.

Scientific Equipment and Reference Materials: Binoculars and telescopes purchased in the Sol sphere can bring a great profit when sold outside. The electrical items need an accompanying power source or they won't function. *Conklin's Atlas, Edison's Encyclopedia, Robb's Medical Companion* and the *Millwright's Companion* will find ready readership among sages, clerics, and craftsmen outside the sphere, and draw a correspondingly high price.

Tools: The photographic lab is useless without intensive instructions and a supply of chemicals.

Traveling Gear: The camera also requires intensive instruction and a supply of film. The watch and gramophone would fetch a great price in Wildspace.

Fuel: All the fuels listed are in abundant supply within the Sol sphere. Outside it, recreation will require the aid of an alchemist.

Explosives: As with ammunition, the explosives here are chemical, not magical like smokepowder. Smokepowder and gunpowder are not interchangeable. Again, Sol explosives would be very valuable in Wildspace.

Firearms: All of the firearms listed are available for sale along with their ammunition. Characters will be unable to manufacture more ammunition on their own—the machining required and the gunpowder are only available on Earth, making the arms merchants there very happy indeed.

Combat

All *SPACE: 1889* characters converted for a SPELLJAMMER campaign have a THAC0 based on their new class and level. They are subject to all the AD&D game combat rules, including weapon proficiencies or lack thereof.

Hit Points: Converted *SPACE: 1889* characters must roll hit points according to their new class and level. 0-level characters roll 1d6 for hit points.

Small Arms and Machinegun Fire

Shots become ROF: Referring to the Personal Combat Tables of *SPACE: 1889,* **shots** is equivalent to **ROF;** a light revolver can be fired three times per round. For machineguns that have two listings, the first is the "safe" rate of fire, the second entails a risk of jamming the weapon. In a round where the machinegun is fired more than the safe number, any attack roll of 1, 2, or 3 indicates the weapon has jammed. Jammed machineguns can be repaired with a successful Strength check, provided the operator performs no other action that round.

Range: The range listed in the Personal Combat Tables is the weapon's short range. Double that number is its medium range, and triple it is its long range.

Wounds become Damage: The **Wnd** value listed for every weapon translates to a damage die according to this table.

Wnd	Damage
1-2	1d2
2	1d4
3	1d6
4	1d8
1D/2	1d4
1D	2d6

Magazines and Reloading: The magazine listing tells how many rounds can be carried in the weapon. Once these have all been fired, the weapon must be reloaded. Ignore parenthetical entries on the Personal Combat Tables. The reload entry gives the number of rounds necessary to reload (parenthetical listings take one round). The reloader cannot perform any other action during those rounds, and cannot fire until the round following.

Required Strength and Save: Ignore these in SPELLJAMMER campaigns.

Selection of Targets: Small arms with a ROF greater than one can pick any visible targets in the round, switching from one to another at will. Machineguns can do the same, but unintentional targets within the arc between one target and the next must save versus petrification or also be hit, taking appropriate damage.

Heavy Weapons

ROF: Rates of fire for British field guns and Martian cannons are given on the Personal Combat Tables. Most require a number of rounds to reload after each firing.

Range: The range listed in the Personal Combat Tables is the weapon's short range. Double that number is its medium range, and quadruple it is its long range.

Deviation: Shots that miss their intended target may deviate. Deviation is checked and administered as explained under combat (page 99, *SPACE: 1889* rulebook).

Burst: The burst area of a heavy weapon depends upon the type of ammunition fired. Calculate the burst area as described in *SPACE: 1889.*

Attacks from Heavy Weapons: Every character within the blast area of a heavy weapon shot must make a saving throw versus petrification. Those who fail are attacked by the shot: THAC0 17, Damage depends on the target's size. Tiny or small targets take 1d4 damage, man-sized targets take 1d8 damage, large targets take 2d8 damage, huge targets take 3d8 damage, and gargantuan targets take 4d8 points of damage.

A Note on Ammunition: The number of shots listed in the *SPACE: 1889* Personal Combat Tables is not a one-to-one correlation with the amount of ammunition expended.

Small Arms	1 round/shot
Machineguns	10 rounds/shot
Heavy Weapons	1 round/shot

Morale

Convert *SPACE: 1889* NPC experience levels to AD&D® game morale ratings as follows:

SPACE: 1889	AD&D game
Green	Unsteady (5-7)
Trained	Average (8-10)
Experienced	Steady (11-12)
Veteran	Elite (13-14)
Elite	Champion (15-16)

Armor Equivalents

The armor listed in *SPACE: 1889* protect the torso only. Two armor class values are given—for torso only and for complete suits (these would have to be manufactured specially).

Armor	Torso	Complete
Doublet	8	6
Mail	7	5
Breast Plate	6	3

Shoulder scales offer some protection, but not enough to warrant an adjustment to a character's armor class. Helmets and shields purchased in the Sol crystal sphere function normally.

Gunboats, Etherflyers, and Spelljammers

In the physics of the SPELLJAMMER game, etherflyers are primitive ships that use a nonmagical device to push against the ethereal plane to propel the vessel slowly through space. Gunboats and other liftwood vessels are not even capable of this, restricted to the atmospheres of worlds. Compared to magical Spelljamming, both these types of ships are, to say the least, primitive. However, the propensity for putting enormous gunpowder weapons on their ships makes human and Martian vessels quite dangerous.

Interaction within an Atmosphere: Spelljamming vessels move 500 yards per minute for every point of ship's rating, or roughly 17 miles per hour or 400 miles per day. Liftwood ships move 200 yards per movement point per 30-second turn, or 400 yards per movement point per minute. Kites move at the mercy of the wind.

Interaction in Space: A commercial space liner travels 2.5 million miles per day. A commercial cargo carrier travels 2 million miles per day. A spelljammer travels 100 million miles per day regardless of rating. 50 times faster. In tactical terms, an etherflyer is effectively stationary while spelljamming vessels move around it.

In Part Two we'll look at ships, ship weapons, worlds, and races.

❑

Letters

Continued from page 5

of the system for your own use. In short, you're already doing everything that can be done for that particular "orphaned" system. The best thing that I can do through the "Living Galaxy" column is to cover more general topics on improving the running and playing of science fiction role playing campaigns.

I'm sure this sounds like a cop-out, but I want the column to appeal to as many gamers and GMs as possible, and there is an enormous amount of material that can be covered that is applicable to many game systems at once. Besides, you are far more aware of whatever flaws that game system has than I am. (I'd like to hear what flaws bother you in particular, as those might be flaws shared by other games and could be covered in a more generic fashion in a future column.)

I've enjoyed writing the Living Galaxy *column for several years now, and I appreciate all the feedback I can get on it. From reading the mail that Jean and Skip give me, I know that some readers don't like the column because they don't play science fiction games, but I hope it's good for everyone else.*

The column got started because I felt like there was a real need for support for the game masters of science fiction role playing games. Maybe the company producing a game publishes lots of background material for a particular campaign universe, but few adventures. Maybe it publishes adventures but has no larger setting in which to place them. Maybe the adventures seem uninspired, though the game mechanics are fun to use. Maybe the adventures are a blast, but the mechanics bog down the play. Maybe you can't afford to buy new adventures or supplements, or you dislike or can't use those already in print. Maybe (and this is the worst) your game has been orphaned, dropped from further production, and you and your gamers are completely on your own.

Players and game masters have their own built-in limitations. You may be a college student or in the military and thus have some free time, but you eventually have to study and work, too. If you have a family or a "significant other," your gaming time is further limited. You need to make the best use of the time you put into designing adventures and running your game so that what you get out of it is worth what you put in. It's been my experience, too, that a lot of game masters for science fiction role playing games—and many other role playing games as well—find it difficult to come up with the ideas they need to assemble their adventures, or they aren't sure how to use the ideas they do get.

I believe the key to solving all of these problems at once can be summed up in one word: creativity. A lot of people don't think they have it, but they're wrong. Everyone does. If you can read these words, you are capable of showing enormous creativity in your gaming, as well as in any other endeavor you choose. With that and some work and patience, you can overcome anything.

Creativity is learned. *It can even be taught to dolphins. Once you get the hang of seeing the world in a more creative fashion—questioning and analyzing and learning to change your perspective—you can be as creative as you like.*

The whole purpose of this column is to show ways to expand the creative skills you have and to point out resources for new ideas that you can use in gaming. This column is meant to challenge your mind. The more often you use creative thinking, the more natural it becomes, until you simply do it all the time. The only secret to becoming creative and original is to practice.

I count on you to let me know if this column is living up to everyone's expectations, whatever game you use. Your comments are always welcome.

P.S. Weather control is interesting. Let me think on that one.

Roger Moore ❑

Fluffy Answers

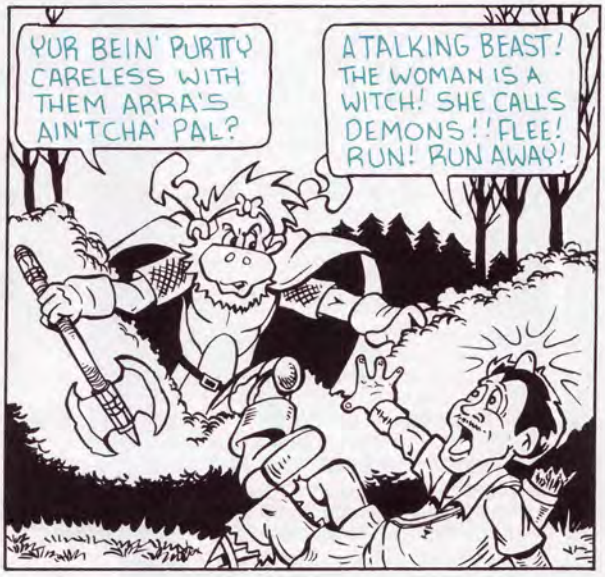
Here are the answers to issue #71's trivia contest. The winner will be announced in a future issue.

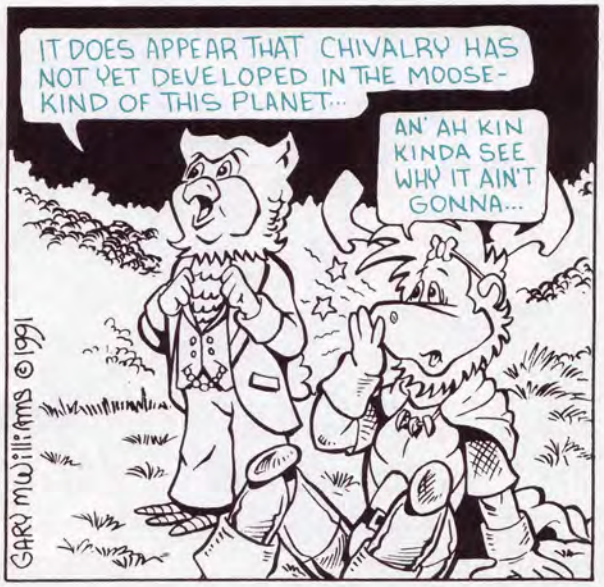
1 D, **2** B, **3** A, **4** D, **5** C, **6** C, **7** B, **8** A, **9** C, **10** D.

BLOODMOOSE™
AND COMPANY

by Gary M. Williams © 1991

DID YOU SEE THE CASTLE ON THE HILL, MR. BLOODMOOSE? AH YES, IN DAYS OF OLD WHEN MEN WERE BOLD... NO DOUBT OF IT, MY FRIEND, WE'RE IN THE MIDDLE....


YUR BEIN' PURTTY CARELESS WITH THEM ARRA'S AIN'TCHA' PAL?
A TALKING BEAST! THE WOMAN IS A WITCH! SHE CALLS DEMONS!! FLEE! RUN! RUN AWAY!


IT DOES APPEAR THAT CHIVALRY HAS NOT YET DEVELOPED IN THE MOOSE-KIND OF THIS PLANET...
AN' AH KIN KINDA SEE WHY IT AIN'T GONNA...
GARY M. WILLIAMS © 1991

JOEY ELDRITCH WAS CREST-FALLEN BY THE PASSING OF HIS UNCLE CHARLIE...

YEAH, CREST-FALLEN

THEY SAY YOU CAN'T TAKE IT WITH YOU... SO WHAT DID THE OLD COOT DO? HE LEFT IT TO EVERYONE ELSE!

JOEY ELDRITCH WAS CLEARLY IN MOURNING OVER UNCLE CHARLIE... GOOD OLD, RICH UNCLE CHARLIE...

JOEY WAS SO UPSET HE VOWED TO MAKE CONTACT WITH HIS BELOVED RELATIVE...

UNCLE CHARLIE... DO YOU HEAR US... UNCLE CHARLIE... HELLO? FRAUD!

UNCLE CHARLIE I CAN'T CHANNEL, BUT IF YOU WANT YOUR COUSIN BIFF— FAKE!

RISE, CHARLES ELDRICH, RISE! HMMM... I DON'T THINK WE USED ENOUGH CHICKEN HEARTS PHONY!

GROAN! UNCLE CHARLIE, HOW COULD YOU? I'VE GOT EX-WIVES, GIRL-FRIENDS AND A BOOKIE TO SUPPORT!

IF ONLY I COULD SUMMON YOU BEFORE THE FAMILY LAWYER READS YOUR WILL-- YOU WERE ALWAYS A SOFT TOUCH IN THIS LIFE!

WAIT A MINN!T! SUMMON? LAWYER? WHY DIDN'T I THINK OF THEM BEFORE?

WOLFF & BYRD
COUNSELORS OF THE MACABRE
by Batton Lash

YOU SAVED US A LOT OF TROUBLE, MR. ELDRITCH OH YEAH? OH YES, WE WERE ABOUT TO CONTACT YOU

YOU GUYS MUST REALLY BE ON THE LEVEL WITH YOUR HOODOO FIRM, BUT LEMME WARN YA, MISS WOLFF... I'VE BEEN TO EVERY SOOTHSAYER THIS SIDE OF SHIRLEY MACLAINE TO REACH UNCLE CHARLIE. I KNOW A SCAM WHEN I SEE ONE!

KNOW WHAT I MEAN?

WE FEEL THE SAME WAY, MR. ELDRITCH

MY PARTNER AND I ARE NOT PSYCHICS. WE HAD NO PREMONITION YOU WOULD COME TO US. HOWEVER, WE DO SERVICE A VERY PARTICULAR CLIENTELE...

FOR INSTANCE, THIS CLIENT WANTED US TO FILE A CHARGE OF HARASSMENT...

NOOOOO!

SHOULD I GO AFTER HIM, WOLFF?

WE'LL SEE HIM IN COURT, BYRD—

—BUT ONLY IF MR. ELDRITCH HERE WANTS US TO PERSUE HIS HARASSMENT CHARGE...?

LET HIM GO! I JUST WANT THAT LOWLIFE NEPHEW OFF MY BACK AND REST IN PEACE! YOU'D THINK HE'D STOP CALLING WHEN I WASN'T RETURNING HIS MESSAGES!

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Classifieds (Continued)

General: I'm looking for the following issues of POLYHEDRON® Newszine: 3, 4, 6, 9, 10, 12, 19, 22, and 25. Jeff Gaines, 5565 Columbia Park Apt. 715, Arlington, VA 22204.

General: The Brigade Gaming Group is looking for GMs to host events at the 22nd Emperor's Birthday Game, September 5-6 in South Bend, IN. Anyone interested please contact Mark E. Schumaker at (219)294-7019 or write: Brigade Gaming Group, P.O. Box 252, Elkhart, IN 46515.

General: Gaming supplies for sale: Two Lost Worlds books, T1 Village of Hommlet, Battletech Compendium, Battletech Technical readouts 3025 and 3026, Citytech, Mechwarrior (character sheets included), and several AD&D® game worlds. Nick Kessler, 1020 W. 45th St., Vancouver, WA 98660.

General: I would like to complete a collection of modules for the original AD&D game. I'm interested in: The Bane of Lewellyn (C5), The Sentinel (UK2), The Secret of Bone Hill (L1), White Plume Mountain (S2), and The Lost Caverns of Tsojcanth (WG3). I'm ready to pay good prices for originals in good condition. Jean-Francois Dufour, 2255 Poitras, Jonquiere, Quebec, G7S 3R9 Canada.

General: I'm a 24-year-old gamer with eight years' experience. I have been a GM for Star Wars, DC Heroes, Ninjas & Superspies, Heroes Unlimited, TMNT, MARVEL SUPER HEROES, Rifts, Battletech, the D&D® game and both versions of the AD&D game. I'm seeking correspondence about these games, and I have a copy of the 3rd edition GAMMA WORLD® game for sale. I'm also seeking players in the Booner or Jefferson, IA areas. Write: Jeff Craigmile, 507 West Madison, Jefferson, IA 50129.

General: I am looking for pen pals from anywhere. I love the AD&D game; my favorite setting is the DRAGONLANCE® world. I'm really interested in the RAVENLOFT™ setting. I play Hero Quest and the DUNGEON!® board game. Please write: Scott Giddens. P.O. Box 833, Ellville, GA 31806.

General: Wanted: The Concordance of Arcane Space; I'm willing to buy a whole SPELLJAMMER™ boxed set (cheap) just to get the book. I'd also like module GDQ1-7 and any old WORLD OF GREYHAWK® setting or Lankhmar setting modules and DRAGON® Magazine 134, 135, 137-141, 146, and 168. Ian R. Bruntlett, 25 The Broadway, High Barns, Sunderland 5R4 8LP, England; (091)522067.

General: New nationwide Network club forming for gay and lesbian Network members and their friends. We'll publish a monthly newsletter, have official meetings at conventions (Gaylaxicon anyone?) write scenarios for Network events, and establish local chapters where possible. If you'd like more information, write: Richard Donnelly, P.O. Box 12331, Columbus, OH 43212. Include a suggestion for the club name.

General: Wanted: DL6 Dragons of Ice, preferably in like-new condition. I'm willing to pay a reasonable price. I'm also looking for DRAGONLANCE world artwork and painted miniatures. Contact: Sean Murphy, 1324 East Hills Drive, Moore, OK 73160.

General: I have many RPG products for sale: original D&D game books, original AD&D game books (including the DDG and FF), modules, DRAGON Magazine, White Dwarf, DUNGEON® Adventures, and other miscellaneous items. Please send a SASE to: Alan Surrette, 4860 Crockett Ct., Raleigh, NC 27607.

General: I'm a 33-year-old male currently incarcerated. I have been playing and DMing the AD&D game for about seven years. I am also an avid reader and enjoy fantasy novels very much. I would like to hear from others who enjoy the AD&D game, especially DMs. I will answer anyone who can send a stamp. Please write: Gene Weirich, #14668, P.O. Box 1989, E.S.P., Ely, NV 89301.

General: Seeking other Network members form far-off places to use a mailing system for a local campaign. For more information please write: Adam McFarlane, 2521 Wilshire, Blvd., Mound, MN 55364.

General: I am seeking pen pals from anywhere, and anybody who can send me information on how to play the AD&D game, DRAGONLANCE setting, and the Star Trek RPG. I'll answer all letters. Jason Eril Grimes, 8743 Levee Road, Valmeyer, IL 62295.

General: Help! All the book and toy stores around me have stopped selling the B-series modules for the D&D game, and I'd like to buy them used. I'd also like to buy material for the GAMMA WORLD game, MARVEL SUPER HEROES game, and other RPGs. Send price list to: Robert T. Greathous, 8 Dogwood Hill Road, Wappingers Falls, NY 12590.

General: Join Dragonslayers Unlimited. Be part of a unique and growing Network club. We publish our own bi-monthly newsletter using member submissions of our favorite PCs; new monsters, magic items, and spells; GM tips; and more. Several club members offer a diverse selection of play-by-mail games. To preview our newsletter send $2 to Richard Emerich, 51 Sagamore Trail, New Canaan, CT 06840-6027. To join Dragonslayers Unlimited, send $12 to Jil Conway, RT 6, 3001 Johnson Lane, Columbia, MO 65202-8510. All inquiries welcome.

General: Wanted: Pen pals from around the world. I am 29 years old, and I have been playing the AD&D game for several years. I DM the DRAGONLANCE world. I am interested in learning about all RPGs. Please write: Kerry Dearmore #19206, P.O. Box 208, Indian Springs, NV 89070. I will answer all letters.

General: Wanted: Anyone in the Maryland area who is going to the GEN CON®/Origins™ Game Fair this year. I am looking for one or more gamers who are going to Milwaukee and who need another travelling companion/roommate. I'll pay my share of all expenses and hotel bills. Please contact: Evan Cohen, 3607 Peartree Ct. #11, Silver Spring, MD 20906; (301)871-5656.

General: Several AD&D game and D&D game modules and accessories for sale. Several comics (bulk only), DRAGON Magazines, DUNGEON Adventures, and POLYHEDRON Newszines also available. All material is in good condition. The periodicals include both current and older issues. Write: Gagan Singh, 32 Bensrow Ave., Etobicoke, Ontario, M9V 2Z8, Canada.

Trading Cards: *All 1991 Series II*
To trade: 378, 392-395, 397-399, 401, 413-416, 422, 423, 426, 426, 440-444, 465, 467, 468, 482, 490, 494, 497, 503, 505, 512, 513, 515, 519-522, 524, 525, 535, 537-546, 553-555, 565, 575, 582-585, 591, 592, 595. 597-601, 603, 604, 609, 610, 613, 617-619, 621, 653, 655-658, 680-684, 718-721, 723-727, 729, 731, 735, 737. Scott Lehman, 399 Cross Pond Road, Pound Ridge, NY 10576.

Trading Cards: I'd like to trade or purchase AD&D trading cards. I'm particularly interested in a wax box of first run 91 cards (18-368). *[Editor's note: These cards are not sold in "wax boxes" this person probably is looking for a point-of-sale box or a factory set.]* I would be glad to exchange lists of cards you're willing to trade or sell. Please write: Robert Bezet, Box #132 USMCA, APO AE 09053.

Trading Cards: *All 1991 Series II*
To sell: 378-516, 518-522, 524-653, 655-723, 725-737. I have multiple copies of most of these cards. I also have five copies of DRAGON Magazine #171 with cards and 25 copies of DUNGEON Adventures with cards. I have two copies of series II card #740 and one copy of #741 still sealed in Advance Comics. Doug Raas, 68 Selye Terrace, Rochester, NY 14613. Please send SASE with your inquiry.

Trading Cards: Wanted: Marvel Series I cards and holograms. Also X-Men card (by Comic Images), Heavy Metal (the magazine) cards. old comic cards in general, 1991 GI Joe card #127, and the Realms of Magic accessory for the MARVEL SUPER HEROES game. Will trade or buy. Contact: The Mage's Mad Minions, c/o C. Doug Kendall, Pres., 112 Pecan Drive Apt. B-1, Hartsville, SC 29550; (303)383-0038.

Trading Cards: Wanted: DC comics cards 4, 42, 43, 57, 66, 69, 94, 104, 110, 123, 162. Send price and conditions to: Jean Rabe, P.O. Box 515, Lake Geneva, WI 53147.

Conventions

DexCon, July 31-August 2
Elizabeth, NJ
Enjoy role playing, board gaming, Games magazine pencil puzzles, word games. USCF rated chess, computer games, miniatures, dealers, panels, an auction, and 24-hour open gaming. For information write: Double Exposure, P.O. Box 6847, Grand Central Station, New York, NY 10163, or call (212)881-4575.

CanGames '92, July 31-August 3
Ottawa, Ontario, Canada
Canada's oldest gaming convention returns to the Skyline Hotel in Ottawa. Features include role playing games, board games, miniatures, an auction, and a dealers area. For information please write: CanGames 92, c/o Vincent Clancy, 6930 Sunset Blvd., Greely, Ontario, K0A 1Z0, Canada.

GEN CON®/ORIGINS™ Game Fair, August 20-23
Milwaukee, WI
Don't miss the 25th edition of the GEN CON® Game Fair, the world's oldest and largest game convention. This year, the Game Fair has combined with the ORIGINS Convention to create an unforgettable celebration. Network attractions include dozens of tournaments and seminars, a Wednesday-night members' meeting (featuring a Q&A session and our infamous skit competition), Friday breakfast, a costume contest, and an art show. Other highlights: A huge games auction, a huge miniatures painting competition, and more than 1,000 individual events covering every type of gaming. For information write: GEN CON Game Fair HQ, P.O. Box 756, Lake Geneva, WI 53147.

KUBLA KHAN III, August 7-9
Salt Like City, UT
Comics Utah and Terrain Specialties will present this convention at the Utah State Fair Park in Salt Lake City. Features include role playing, miniatures games, factory representatives, special guests, a painting contest, and dealers. Pre-registration before July 31st is $20. For information please write: Comics Utah, 258 E. 100 S., Salt Lake City, UT 84111 or call (801)328-3300.

Emperor's Birthday 22, September 5-6
South Bend, IN
Join us at the Century center in South Bend. Events will include Napoleonic and other historical miniatures games, Network tournaments, and many other games. For information or to pre-register contact: Mark E. Schumaker, P.O. Box 252, Elkhart, IN 46515, or call (219)294-7019. **Please note new date.**

Fantasy Fest Fall '92, September 5-7
Sunbury, PA
Events will include: the AD&D® game, Warhammer Fantasy, Call of Cthulhu, Toon, Battletech, Warhammer 40,000, Shadowrun, Star Wars, Paranoia, Vampire, Champions, Cyberpunk, GURPS, Illuminati, Dark Conspiracy, miniatures, Network tournaments, and much more. There also will be a painting contest, 24-hour open gaming, and a dealers area. Pre-registration is $20. For information send a SASE to A&B Entertainment, P.O. Box 645, Shamokin Dam, PA 17876. Make checks payable to A&B Entertainment. To register by phone, call (717)743-4146 or (717)743-4465.

AndCon '92, September 11-13
Independence, OH
This event is Ohio's largest gaming convention and the national play-by-mail gaming expo. Highlights include more than a dozen Network events, plenty of role playing, board gaming, miniatures, PBM events, parties, and a packed dealers room featuring top designers from Mayfair Games and Stellar Games. All role playing events will be held in quiet, private rooms. For information and a pre-registration book write: AndCon '92, P.O. Box 142, Kent, OH 44240-0003, or call (216)673-2117 (we also can take faxes at this number).

Tübinger Tolkien-Tage/MYRA-CON, September 7-13
Tuebingen, Germany
This combined event commemorates the 1992 centennial of J.R.R. Tolkien's birth and 10 years of Myra, a creative fantasy world with 200 PBM players. The Tuebingen MYRA-CON, which already is one of Germany's largest events, will be held together with lots of fantasy groups throughout the hobby including PBM (GFR e. V.) role playing (252 e.V.), and literature (First German Fantasy Club, EDFC e. V., and Inklings-Society). Features include medieval music, PBM tournaments, show fighting, several art exhibitions, the "Tolkien Around the World" exhibition, fairy-tale storytellers, an RPGA™ Network meeting, and much, much more. For information write: Wolfgang G. Wettach, Schickhardtstr. 9, P.O. Box 2747, Tuebingen 1, D-W-7400, Germany.

Oklanomicon, September 25-27
Oklahoma City, OK
Here are the top 10 reasons you should attend this year: 10) TSR staffer Tim Beach, 9) Home-grown Network events, 8) This announcement says you should, 7) Games galore, 6) Oklahoma is nice in September, 5) Spitting tobacco and wearing boots is not required, 4) Our team/club invitational tourney, 3) Fabulous prizes, 2) You might be able to write it off as a business expense, 1) Why the heck not? For more information write: Oklanomicon, P.O. Box 7743, Moore, OK 73159.

Fox Con II, September 25-27
Elgin, IL
Fox Con is on again at the Elgin Community College. The Network will be there in force with seven tournaments planned, including several first-run scenarios. Many other events will be run, including, Battletech, miniatures, and board games. There also will be a dealers area and a well-stocked concession stand. For pre-registration information contact: Fox Con II, 621 Sienna Dr., Schaumburg, IL 60193 or leave a message at (708)924-0139.

Council of Five Nations 18, October 9-11
Albany, NY
Spend a fun-filled weekend with us at the Washington Inn in Albany. Network events include a Benefit, Team, Members Only, Decathlon, and Feature. We also will have miniatures games, board games, live role playing, a miniatures painting contest, a costume contest, an auction, seminars, a convention breakfast, and a dealers room. Convention T-shirts are available through registration. More GMs and events are welcome. Pre-registration postmarked by September 15 is $18 for the weekend. For more information write: Council of Five Nations 18, Schenectady Wargamers Association, P.O. Box 9429, Schenectady, NY 12300.

COSCON '92, October 9-11
Beaver Falls, PA
The Circle of Swords Gaming Guild's fifth anniversary convention will be held at the Beaver Falls Holiday Inn, just off the Pennsylvania Turnpike (Exit 2). There will be many first-run Network tournaments among the scheduled events, which include Grand Masters, Masters, and Benefit events. Other games include board games, a major multi-day tournament, and other role playing events. Featured guest is Jean Rabe. We also will have a dealers area, game auction, painting contest, and an anniversary gift for all registrants. Pre-registration is $20. For details, send a SASE to Circle of Swords, P.O. Box 2126, Butler, PA 16003 or call Dave Schnur at (412)283-1159.

Illusions '92, October 17-18
Bridgewater, Nova Scotia, Canada
Join us at the Wandlyn Inn in Bridgewater. Guests will include Kenny Young, a local sword-smith. Events will include a painting contest, AD&D games, Paranoia, Dark Conspiracy, and Shadowrun. Pre-registration before September 15th is $10. Write: M. Robichaud, RR #4, Bridgewater, Nova Scotia B4V 2W3, Canada.

ShaunCon V, November 6-8
Kansas City, MO
The Role-Players Guild of Kansas City presents its fifth convention at the Roadway Inn, 6th & Main in Kansas City. We're planning many first-run Network tournaments. Events include an AD&D game Grand Masters, Torg Masters, Champions, Star Wars, Shadowrun, Paranoia, Vampire and Star Trek. Board games will include Advanced Civilization, Supremacy, Diplomacy, and others. There will be dealers tables, a painted miniatures contest, and seminars to round out the schedule. Dealer inquires welcome. For information write: The Role-Players Guild of Kansas City, c/o ShaunCon V, P.O. Box 7457, Kansas City, MO 64116, or call (816)455-5020 (24 hours a day).

Command Con 4, November 7
Saint Louis, MO
This convention features G.O.H Lester Smith. There will be miniatures, board games, and role playing events. Pre-registration is $5 and there are no event fees. Come meet us in Saint Louis. For information or to pre-register write: Command Con 4, P.O. Box 9107, Saint Louis, MO 63117.

Classifieds

Canada (British Columbia): Any Network clubs forming in British Columbia or people interested in creating one please contact Eric Schneider at 22102 123rd Ave., Maple Ridge, British Columbia V2X 4C6, Canada; (604)463-9192.

Canada (Ontario): I am a 16-year-old male gamer looking for DMs and players in the Toronto area. I play the D&D® game and the AD&D® game and am willing to learn new ones. I'm, interested in forming a Network club. If you are age 14-20 please call me at (416)665-4688. Dana Crookston, 300 Antibes Drive, Suite 2109, Willowdale, Ontario M2R 3N8 Canada.

Alabama: Attention Huntsville/Madison County area gamers: Experienced and imaginative 16-year-old GM seeks players of any age, novice or veteran, to help form a Network club. My primary interests are the various worlds of the AD&D game, but I am willing to learn others. There will be no outrageous membership fees, just a bunch of gamers who want to play on a regular basis. Tell your non-Network gaming friends as well. I would like anyone to join, so long as they like role playing. Contact me at (205)379-3129; ask for Ted.

California: Twenty-nine-year-old looking to join or form a serious gaming group in the Ontario/Cucamonga area. Primarily interested in AD&D 2nd edition game campaigns, but willing to learn others (particularly war games). Contact: Dan Day, 7129 Archibald #118, Rancho Cucamonga, CA 91701; (714)466-1241.

California: I am new to the Santa Monica area and would like to join a game club or group. I play both versions of the AD&D game, the MARVEL SUPER HEROES game, Titan, and other board games. I am 31 years old and have been playing gentleman adventurers for 13 years. Please contact Gregor Bond during the day at (213)736-7107 or at night at (310)202-6021.

Indiana: I am a 25-year old player/DM with 11 years' experience with the D&D game and AD&D game. I am trying to locate players to form a Network club in the central Indiana area. I play the various AD&D game settings, and the D&D game's HOLLOW WORLD® setting. I also enjoy the GAMMA WORLD® game. I would welcome any lists of gaming material for sale. Write: Dennis Green, 2620 N. Washington #9, Kokomo, IN 46901-5851.

Georgia: Alternate Universes Syndicate is looking for a few good gamers. We are a small gaming group in the metro Atlanta area and are seeking to expand. It is our goal to become a Network club and to become involved in many activities. At the moment, we are alternating between AD&D game campaigns in the WORLD OF GREYHAWK® setting and the FORGOTTEN REALMS® setting. We also have a Star Trek campaign. Applicants should be willing to game once a month without fail. We are a mature group and would prefer new members who are at least 21. We also prefer people who like role playing and party cooperation. We currently meet on the south side of Atlanta. If you'd like to join please contact: Frank Agueli, P.O. Box 722, Ellenwood, GA 30049-0722.

Massachusetts: Experienced, 15-year-old gamer looking for serious DMs and players at least 13 years of age in the Plymouth area. I play the TOP SECRET/S.I.™ game, both editions of the AD&D game, the MARVEL SUPER HEROES game, the FORGOTTEN REALMS setting, the RAVENLOFT™ setting, the SPELLJAMMER™ setting, and the DARK SUN™ setting. I am willing to learn other games and to join or start a club. Please contact: Adam Sloat, 5 Entrance Rd. Plymouth, MA 02360.

New York: Unknown, non-Network gaming group seeks new members to join and other non-Network groups with which to merge to form a new Network club in the Brooklyn/Queens area. All members and non-members are welcome. To receive our application forms please write: Justin D. Somma, 1019 East 31st St., Brooklyn, NY 11210.

Pennsylvania: Attention Network Members in the Greater Philadelphia Area: We are a Network club looking for new members to share our ever-expanding hobby. With more than 125 members playing a myriad of game systems, we represent many diverse interests—we play all types of games, from role playing to miniatures. For more information please contact: DVGL PA Branch, c/o Greg Gillespie, 2119 Bridge St., Philadelphia, PA 19124.

Pennsylvania: Looking for a new player with some experience to join your campaign? Or would you like to join someone else to start a campaign? Here I am, with almost 10 years of experience with the AD&D game. I live in the Pottstown area. Contact: Chris Milner, P.O. Box 264, Parker Ford, PA 19457; (215)495-5189.

Puerto Rico: I'd like to start a Network club and I'm looking for serious players and DMs in my area who are willing to meet every week or every other week. I play the D&D game, the AD&D game, and Oriental Adventures. I'm interested in learning more about Call of Cthulhu and other Horror RPGs. Pen pals welcome. Please write: Flora Sanchez, Eseralda 52 Villa Blanca, Caguas, PR 00725.

Missouri: Looking for experienced AD&D game players familiar with the FORGOTTEN REALMS setting. My group meets on Sunday afternoons or whenever convenient. If you're interested call Kyle at (816)279-3469.

New Jersey: Attention gamers in South Jersey. Are you a role player who wishes to experience a serious campaign? Are you an experienced gamer who is open to new or different systems? Would you be interested in forming a close-knit group which would meet regularly? For more information please contact: Thomas Sullivan III, 5103 Laurel Ave., Pennsauken, NJ 08009; (609)662-7488.

New Jersey: I'm a 15-year-old GM interested in starting a gaming group. I play Dark Conspiracy, Ninjas & Superspies, Beyond the Supernatural, and the AD&D 2nd edition game in the FORGOTTEN REALMS setting and RAVENLOFT setting. Please contact: Brian Falcone, 9 Ashewood Trail, Long Valley, NJ 07853-9608; (908)813-2894.

Texas: I'm a 21-year-old player who can DM looking for AD&D game players in the Pasadena area. Please contact: Pete Mize, 1009 S. Richey #231, Pasadena, TX 77506 (713)473-2396.

Utah: Gamemaster Hobby has opened at 9460 South Union Square in Sandy. We offer complete gaming support for all TSR, Inc. and other game systems. Special Network and club discounts. Come see us for the best price on new and collectable games and accessories. Put the power of the RPGA Network into your corner with Gamemaster. Call Kirt Ashton at (801)572-5015 for more information.

Washington/Idaho: All right you gamers in eastern Washington and northern Idaho, I know you're out there! Give me a call so I can get us organized. I've got lots of plans, but no members to help with them. Drop me a line if you are interested in playing the DARK SUN world, Vampire, Warhammer, Champions, Rifts, or maybe the AD&D game with a twist. Scott Magner, 960 W. Lacey #9, Hayden Lake, ID 83835.

Washington: I am a 24-year-old male interested in joining or forming a role playing group. I have been playing the AD&D game for about 10 years, usually as GM. I am prepared to start a campaign set in Taladas, the DRAGONLANCE® setting, or the RAVENLOFT setting. I would also be interested in other TSR, Inc. role playing games. Only serious players in the Tacoma area need respond. Houston B. Smith, 6405 88th St. Ct. SW #3, Tacoma, WA 98499.

Washington D.C.: DM looking for serious AD&D game players in the Metro area. Enthusiasm Required. Call me at (202)966-4640, ask for Alfio.

General: For sale: Comics, role playing games, and modules. I'm also buying and trading for Amiga computer games and programs. Robert A. Tomaszewski, Jr., PCS Box 3283. Edwards AFB, CA 93524-5361; (805)258-8522 (day only).

General: Wanted: Pen pals from anywhere. I am a 23-year-old party-less AD&D game player who enjoys fantasy/supernatural books, music, drawing, and computers. I'll answer all correspondence no matter what your age or gender. Odelia Ann Siegfried, P.O. Box 412. Pomery, OH 45769.

General: Anyone who would like to play Star Wars or railroad simulations such as 1830, Rail Baron, or Empire Builder and is a member of America Online or Compuserve please contact me. My AOL screen name is "Darkhawk." My Compuserve number is 71034,465. J.P. Flaherty, 130 E 95th Street, New York, NY 10128-1705.

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